

# xOrganizer

## Manual

Version 2.4.0

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*For the changes compared to V2.3.0 see the change document included in the zip file. The manual is slightly redirected and some images are added or replaced.*

# 1 Introduction and installation

## 1.1 What is xOrganizer?

xOrganizer helps you manage your:

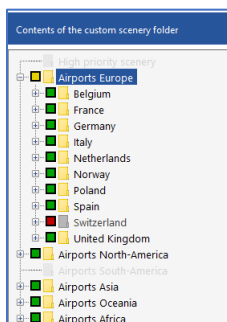
- Scenery
- Plugins/scripts
- X-Plane preferences
- Aircraft



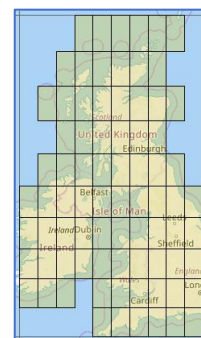
xOrganizer does this by helping you for instance with:

- Maintaining the right scenery order (scenery\_packs.ini)
- Overviews, especially if you have collected a lot of stuff
- Preventing conflicts between scenery packages and between plugins/scripts
- Setting up X-Plane for a specific type of flight: different scenery and plugins/scripts, but also different X-Plane preferences (for instance for VR)
- Reducing X-Plane load times
- Increase X-Plane performance by disabling content
- Limit the number of loaded (groundtraffic) plugins: X-Plane can only handle a certain amount of plugins

xOrganizer offers treeviews, tables and maps for better overview:



All Airports			
All Airports On Map			
AptID	Name	Scenery/Package	3D
203	Angwin Parrett Fld	203 Angwin-Parrett	✓
EBGG	Geraardsbergen Overboelare	EBGG Test	✓
EDDK	Koeln-Bonn Intl	EDDK Koeln-Bonn Intl	✓
EDER	Wasserkuppe	EDER Wasserkuppe	✓
EDHL	Luebeck-Blankensee	EDHL Luebeck-Blankensee	✓
EGAE	Londonderry Eglinton	EGAE	✓
EGCN	Doncaster Sheffield	EGCN	✓
EHAM	Ameland	EHAM Ameland ChangedTestB...	✓
EHAM	Schiphol	EHAM Schiphol	✓
EHBK	Maastricht	EBHK Maastricht tdg	✓
EHDR	Drachten	EHDR Drachten	✓
EHEH	Eindhoven	EHEH Eindhoven	✓
EHGG	Eelde	EHGG Eelde tdg	✓



xToolbox now is a **64bit application that uses parallel processing to utilize all CPU cores** (for the more demanding tasks).

### Scenery

One of the more difficult tasks managing your X-Plane installation is keeping the right order for your scenery.

X-Plane is very flexible with its scenery. With regard to ordering there are no strict rules and authors can mix and name stuff as they like. This offers a lot of room for creativity, but the downside is that it also makes managing scenery complex.

xOrganizer uses several different methods to **automatically determine the type of scenery and its place in the order as much as possible**, mainly by reading the contents and pattern recognition. However, you should always check if the results comply with the instructions of the author, especially for scenery packages with multiple subfolders. See the In-Depth section for more information on the scan.

Please note that xOrganizer is also made to make **manual adjustment of the order very easy**. You can simply drag and drop packages, but the context menu (right click on a package) also offers lots of options.

### *Extra functions*

#### Scenery:

- Automatically sorted per continent/country
- Select scenery packages with the help of map tiles or flight plan
- Check for missing or outdated libraries
- View the coverage of your scenery on a map
- View airports included in the packages (also on the map) and find duplicate/conflicting airports
- View extra features included in the packages (Seasons, SAM, AutoGate and GroundTraffic)
- Enable/disable GroundTraffic plugins

#### Profiles:

- User profiles for scenery, plugins/scripts, X-Plane preferences and aircraft
- Start X-Plane with a shortcut using preselected xOrganizer profiles

#### General:

- Check for bad shortcuts, symlinks and junctions (not detected by X-Plane)
- Keep track of versions and download locations of your scenery packages, plugins/scripts
- Export to a spreadsheet
- Automatic and manual scaling for large displays + dark skins

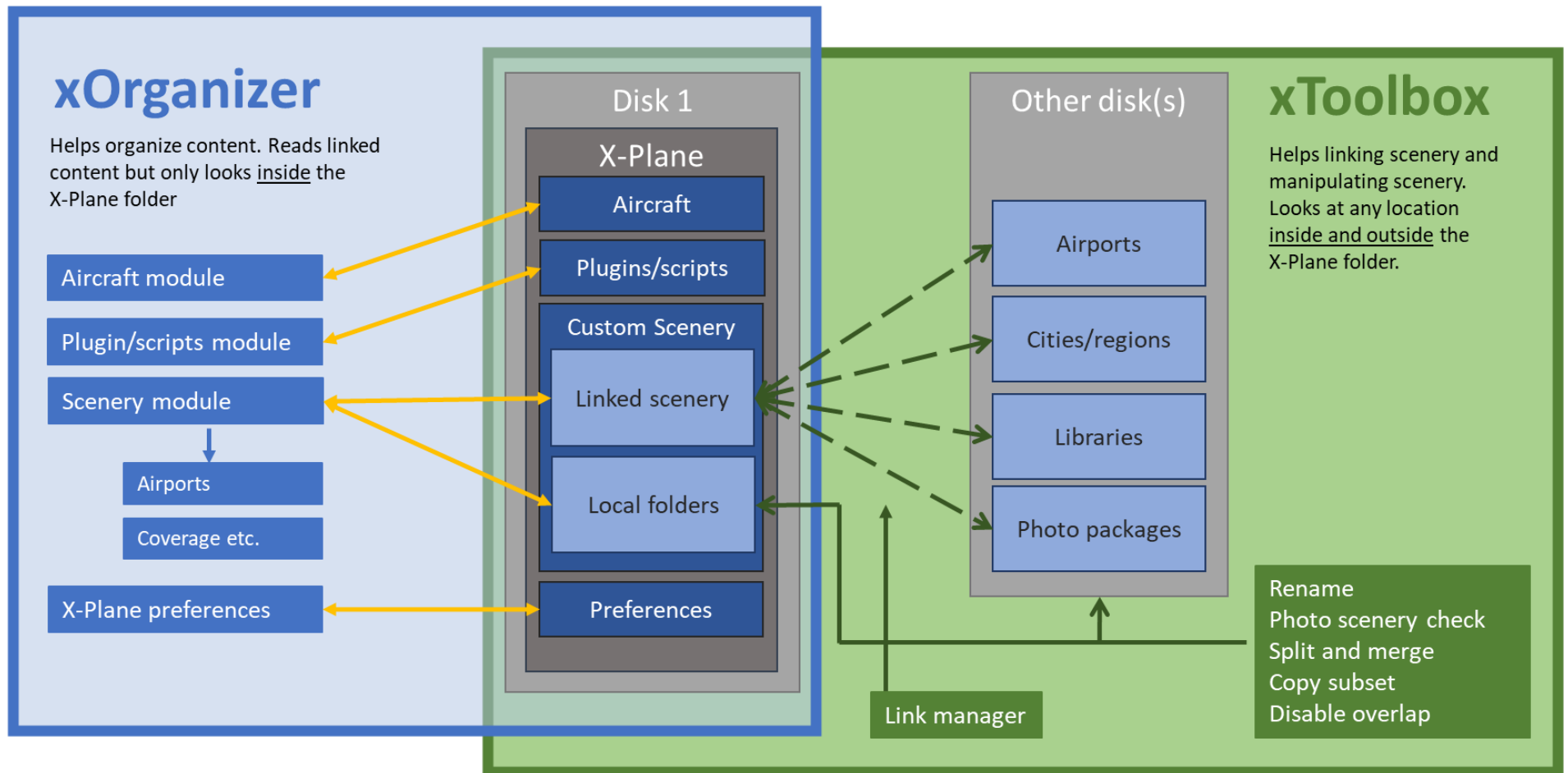
## 1.2 How xOrganizer and xToolbox (sold separately) work together

xOrganizer and xToolbox complement each other:

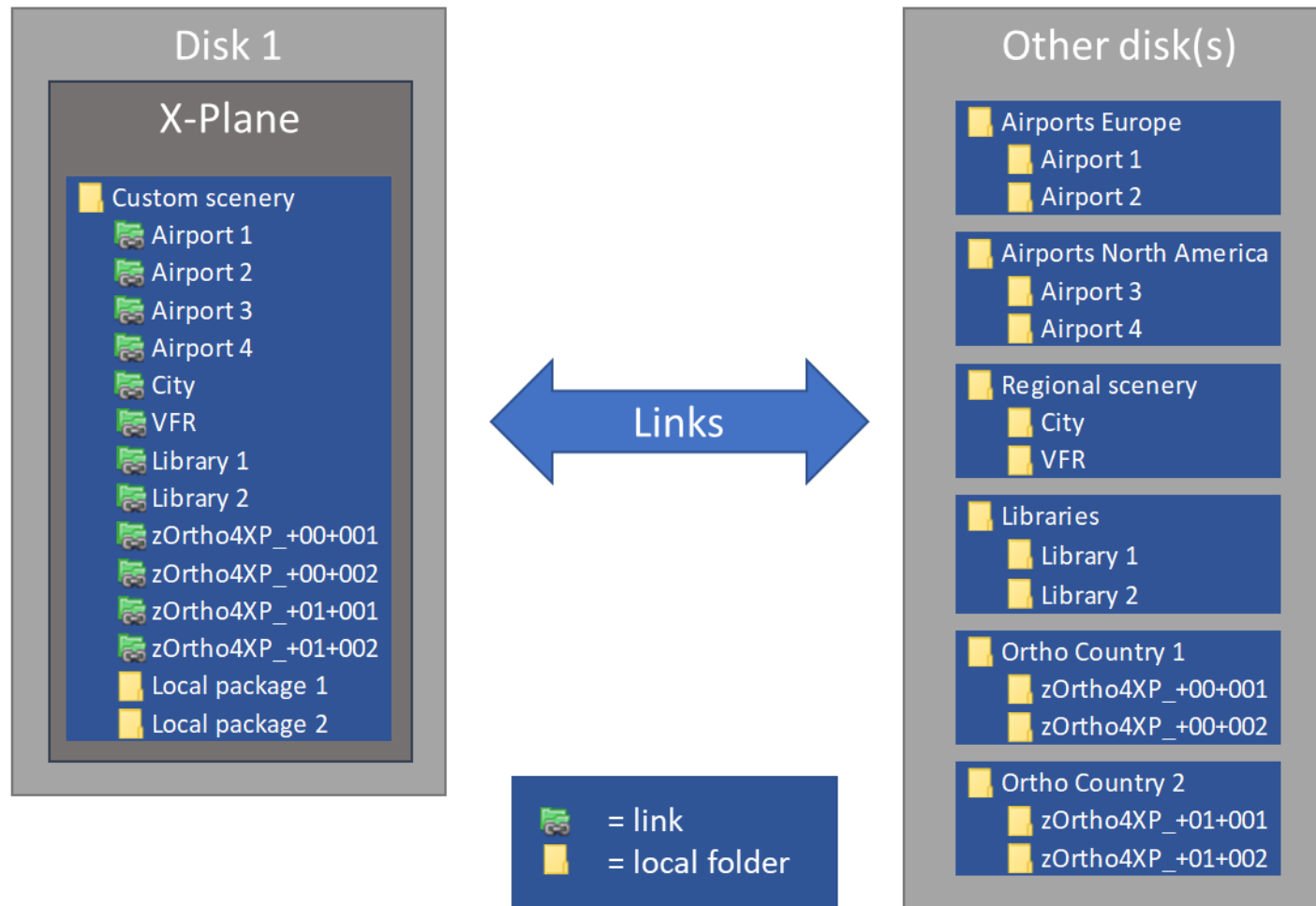
- **xOrganizer** helps you organize your X-Plane installation, in such a way that you exactly see and experience the content (scenery, plugins/scripts, preferences and aircraft) you want when you run X-Plane. xOrganizer will read any linked content, but will not by itself look outside the actual X-Plane folder.
- **xToolbox** helps you link content outside the X-Plane folder (usually another disk) to the X-Plane folder. Furthermore it can help you with renaming, checking and changing scenery folders, regardless of the actual location (inside or outside the X-Plane folder).

**Advanced tip:** as a backup for scenery that is removed by accident xOrganizer keeps these packages in its database for 10 days. If you regularly link and unlink scenery packages with xToolbox this can be helpful: xOrganizer will restore the relinked ("readded") packages at the exact same location in the order. You may want to set the number of days higher (see xOrganizer settings).

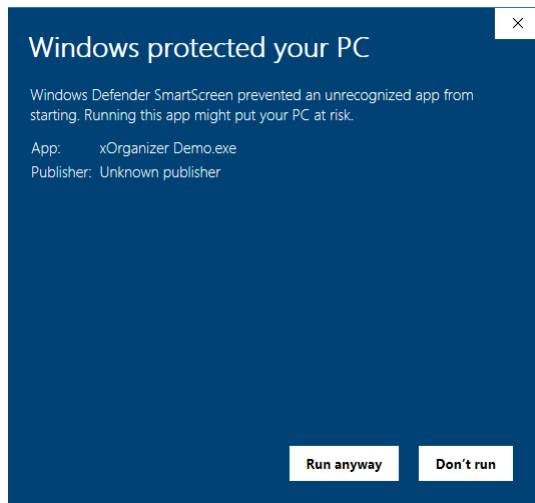
## How xOrganizer and xToolbox work together



## How to organize your scenery on multiple locations (example)



## 1.3 Installation



xOrganizer needs no installation at all. Just unzip the file you downloaded to any location with normal access rights. This could be the root of a drive, the My Documents folder, etc., but NOT any of the system folders like Program Files or Windows.

The first time you run xOrganizer it is possible that your virus scanner or Windows Defender gives a warning. This is because they search in their online databases and treat any relatively unknown application as potentially harmful, but not because they actually found anything unusual in the code. Just tell your scanner to trust xOrganizer. For Windows Defender you have to select “Run anyway”.

## 1.4 Requirements

The system requirements for xOrganizer are:

- Windows 7 or newer, but only 64 bits, optimal minimum display size: 1280x768
- .Net Framework 4.6.1 or newer (if not present download the latest version from Microsoft)
- X-Plane 10 or 11, but only 64 bits

## 1.5 Running xOrganizer on WINE (Mac)

xOrganizer is a Windows only application. However, it is confirmed that it is possible to run xOrganizer on a Mac with the help of WINE. This is not supported in any way, but of course you are free to try at your own risk. NB: please don't forget to install .NET 46 in WINE with Winetricks if you decide to give it a shot.

At every startup xOrganizer will check if the X-Plane executable is present. On a Mac this file is not installed, which will trigger xOrganizer to suggest skipping this check. Furthermore it will disable the option to start X-Plane with the menu option in xOrganizer.

If you answer Yes to the question xOrganizer will set the option “Mac version” to ON. You can find this setting in Settings -> X-Plane launch.

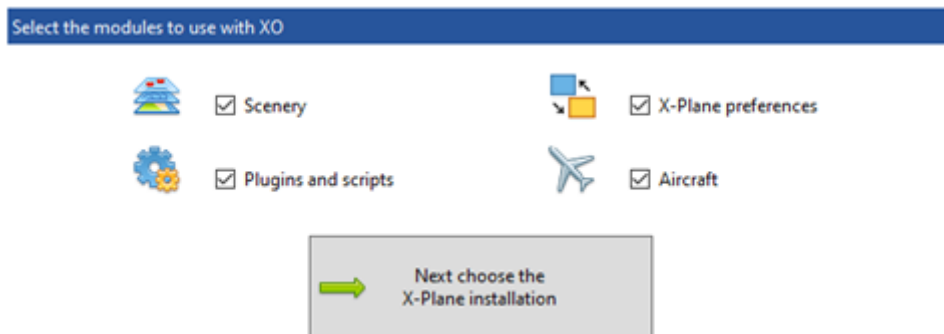
## 1.6 Using multiple copies of xOrganizer

You can use multiple copies of xOrganizer for different (beta) X-Plane installations. Just create a new xOrganizer folder with a different name and point it to the other X-Plane installation. You can also make a copy of the whole xOrganizer folder and relink xOrganizer to another X-Plane installation (see [settings](#)).



## 2 First start

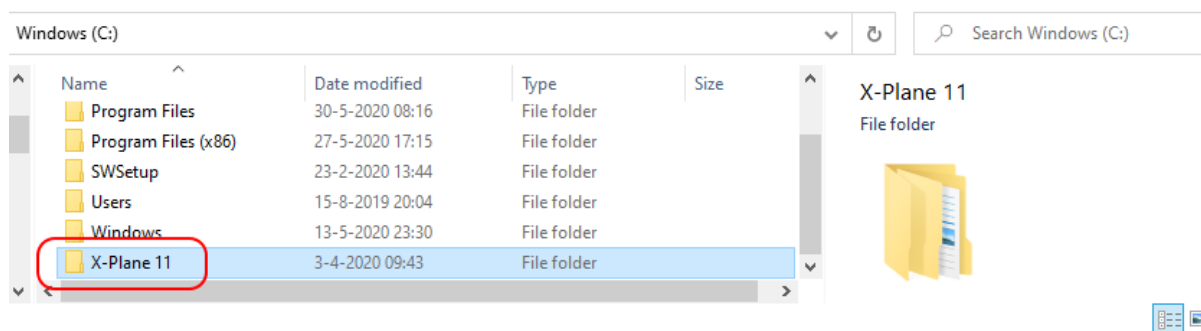
When you first start xOrganizer you can choose which of the 4 modules you want to use (you can always change your selection later using the settings):



Modules that are deselected are ignored. Please note that xOrganizer will only actually write something to the X-Plane folder if you also switch a module to **SAVE ON**. Each module has an associated task that will be executed when xOrganizer closes IF that task is set to ON. The execution of the tasks can also be initiated without closing xOrganizer by pressing F6.

### 2.1 X-Plane location

xOrganizer will ask for the **main (root) folder of the X-Plane** installation you want to use:



### 2.2 Menu bar and main tabs

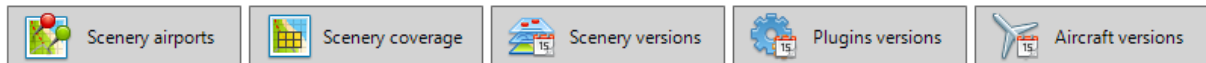


The red buttons (explained below) indicate that xOrganizer will not do anything with the respective module if you close the tool (or start X-Plane with the blue button).

In general, all changes you make in xOrganizer will have no effect (even with save to ON) UNTIL you tell it to execute the tasks or close xOrganizer!

These are the main tabs / modules of xOrganizer:

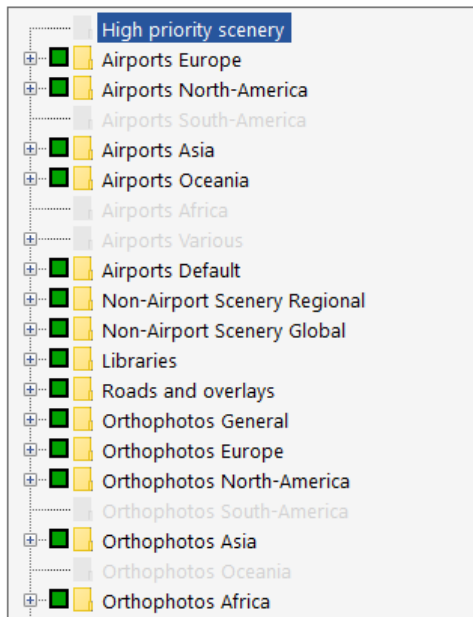




If you deselect a module the corresponding tabs will not be visible.

## 2.3 Custom scenery module

The first time you startup xOrganizer it will scan all your scenery packages and report them as new found (see paragraph 4.1). If the scans are completed xOrganizer will show the Scenery tab.



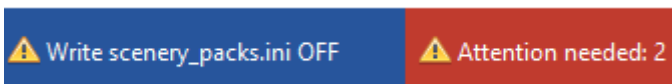
In the TreeView you see all the scenery packages that were found in the Custom Scenery folder of X-Plane. The order in which X-Plane loads them is important and is reflected in the TreeView (top-down).

X-Plane scenery packages have no build-in way to tell X-Plane at which spot in the order it should be placed. X-Plane itself has no checks either.

To determine what type of scenery a package is, is not always easy. xOrganizer uses different methods to determine what is what and is pretty accurate, but will not always be right. So always check the suggested order and refer to the instructions of the scenery packages.

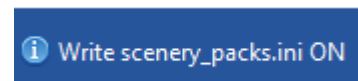
Normally only scenery with some kind of problem will end up in the Needs Attention folder: please use the summary [F7] to find out why xOrganizer put it there and what is wrong or missing.

If you think that a scenery package is misplaced just select it with your mouse and drag/drop it to the right folder. You can also use the context menu to select a folder (right mouse click).

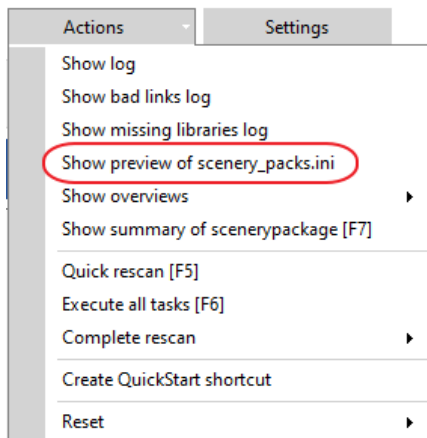


The bar on top tells you that this module is active but set to OFF and that there are 2 scenery packages that ended up in the Needs Attention folder.

If you click on **Scenery OFF** it will turn into **Scenery ON**. This means that if you execute the task. close xOrganizer or start X-Plane with the blue button a new scenery\_packs.ini file will be created and written to the Custom Scenery folder of X-Plane. The bar will show that the module is ON.



**Note:** xOrganizer keeps by default 10 backup copies of the scenery\_packs.ini file in the folder XoBackup (in the xOrganizer folder). So, you can always restore it if something did go wrong. You can increase the number of backups if you like to a maximum of 50.



With the checkboxes in the TreeView you can enable/disable scenery packages (image above: click on the green square). Disabled scenery will be listed in the scenery\_packs.ini as SCENERY\_PACK\_DISABLED.

You can preview the scenery\_packs.ini file with the Actions menu.

In the preview you can also see that that xOrganizer will place scenery that need attention at the bottom of the scenery\_packs.ini. So, you can ignore the red Attention label as long as you realize this.



The buttons on the right are helpful to (de)select all scenery at once (red/green) and to expand/collapse the TreeView to the top-level (0) or lower.



The colors of the checkboxes have the following meaning:

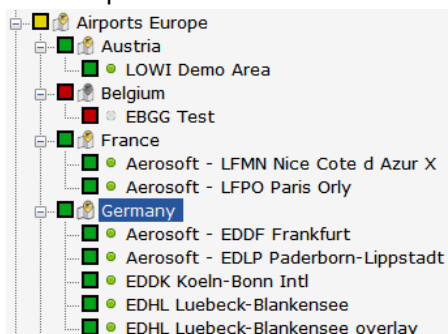
- Green: (all) enabled
- Red: (all) disabled
- Yellow (for folders): mix of enabled and disabled

In the settings you can also choose for green-white and/or hiding the icons.



If you enable or disable scenery and close xOrganizer with **Scenery ON** the scenery\_packs.ini will be set accordingly. This way you can quickly configure X-Plane before you start it. If you would like to store different combinations of enabled/disabled scenery (or plugins) you should use Profiles (see [In Depth section](#)).

Most important to remember for now is this recap:



```
SCENERY_PACK Custom Scenery/LOWI Demo Area/
SCENERY_PACK_DISABLED Custom Scenery/EBGG Test/

SCENERY_PACK Custom Scenery/Aerosoft - LFMN Nice Cote d Azur X/
SCENERY_PACK Custom Scenery/Aerosoft - LFPO Paris Only/

SCENERY_PACK Custom Scenery/Aerosoft - EDDF Frankfurt/
SCENERY_PACK Custom Scenery/Aerosoft - EDLP Paderborn-Lippstadt/
SCENERY_PACK Custom Scenery/EDDK Koeln-Bonn Intl/
SCENERY_PACK Custom Scenery/EDHL Luebeck-Blankensee/
SCENERY_PACK Custom Scenery/EDHL Luebeck-Blankensee overlay/
```

### Airports details tab

The airports tab gives information about the actual airports (ICAO codes) in the packages and projects them on a map. Refer to the [In Depth section](#) for more information on duplicates.

### Scenery map coverage

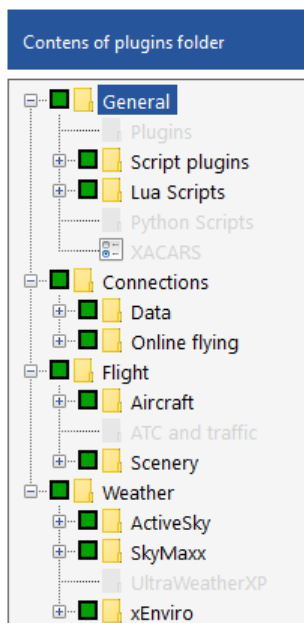
With this function you can easily see which areas are covered by the installed scenery and detect missing tiles. Furthermore, it helps to check if sceneries overlap each other (and what overwrites what!).

### Scenery versions / Plugins versions

The main part of these tabs help to:

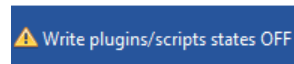
- Manage the versions of the installed packages (very important for libraries!) or plugins/scripts and store notes on package.
- Store a link to the web location to download updates OR a link to an updater application

## 2.4 Plugins & scripts module



The TreeView in this tab shows the plugins and scripts found in the Resources/plugins folder of X-Plane.

There are many examples where plugins and scripts conflict which each other or with plugins of airplanes. A simple solution is to switch conflicting items off.



This tells you that xOrganizer will not change anything in the X-Plane folder.

With **Plugins OFF** to **Plugins ON** you switch this on, but changes are only made when closing xOrganizer.

Please note that to switch off a plugin or a script xOrganizer adds .xorg as an extension to the file. Always use xOrganizer to set all plugins and scripts to ON if you decide to stop using xOrganizer. Of course it is also possible to manually remove the .xorg extensions with the help of the Windows file explorer.

The checkboxes and their colors and icons work the same as for the scenery.

## 2.5 X-Plane preferences module

With this module it is possible to swap X-Plane preferences files between the xOrganizer folder and X-Plane. This can be helpful if you need different setups in X-Plane and don't want to change all options manually each time you switch. Examples are different monitor setups, but also VR vs normal monitor setup.

If preferences files are swapped with **Preferences ON** and you later start xOrganizer again, it will ask if you want to refresh the preferences files (to keep them in sync with X-Plane).

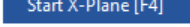
NB: if you don't want to sync at all you can switch this option off in the settings.


When you open this tab the first time it will show nothing: you will need to create a new profile first. Please refer to the [In Depth section](#) for more information.

## 2.6 Aircraft module

With this module you can disable aircraft so they are not displayed in X-Plane (like putting them in a hangar). If you have a lot of aircraft this may help to declutter the X-Plane aircraft selection screen.

## 2.7 Closing xOrganizer and running X-Plane

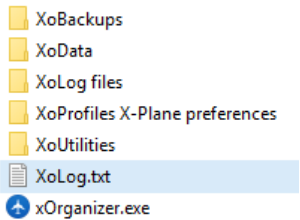
You can run X-Plane directly from xOrganizer with the blue button  (more information on the Steam version and starting scripts in In Depth).

If xOrganizer is closed, either by starting X-Plane or clicking the close button , all the tasks that are set to save ON will be executed:



## 3 General

### 3.1 Terms used

Term	
<b>Module</b>	Main functions: scenery, plugins/script and X-Plane preferences.  A module can be selected or deselected: deselected modules are ignored by xOrganizer and not visible.
<b>Task</b>	Execution of the choices made in a module. There are 4 modules, so there are 4 possible tasks. The tasks are executed when you close xOrganizer or start X-Plane, if they are set ON (see chapter Starting X-Plane or closing xOrganizer). You can also force execution without closing xOrganizer by pressing F6.
<b>Profile</b>	User saved combinations of selections (sets in the previous version)
<b>Log</b>	<div></div> <p>The latest log file of xOrganizer is XoLog.txt.</p> <p>In the XoLog files directory backup copies are stored of the log, where the history of the previous runs can be found.</p>
<b>TreeView</b>	Scenery and plugins/scripts are shown in a TreeView. Folder = 1 <sup>st</sup> level Subfolder = 2 <sup>nd</sup> level

### 3.2 Conversion of data of the freeware version (v1.3)

The V2.0 version is so much improved that it is advisable to make a fresh start and run xOrganizer without conversion.

Nevertheless there is a conversion function build in: just copy the old database (xOrganizerData.xml) and place it in the root of the xOrganizer directory (not in the XoData directory). The conversion will only work if xOrganizer did not already create a new user database (so, it does not find a XoData.xml file)!

Start xOrganizer and you should get a message that the old data will be converted. With the conversion all the subfolders are copied, as well as any sets (profiles in the new version).

If you want to compare your setup with what xOrganizer proposes for your packages, go to: Actions menu -> Scan results -> All packages with their original proposed location.

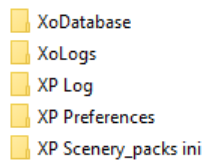
Please keep in mind that there is no need to follow the suggestion of xOrganizer, especially if your existing setup is working fine for you.

### 3.3 Updating xOrganizer V2.0 to a newer version

From version 2.0.4.2 xOrganizer will check automatically with a regular interval if an update is available.

The correct update procedure can be found here: <http://www.4xplane.nl/documentation/updating/>

### 3.4 Backups (also of the X-Plane log file)



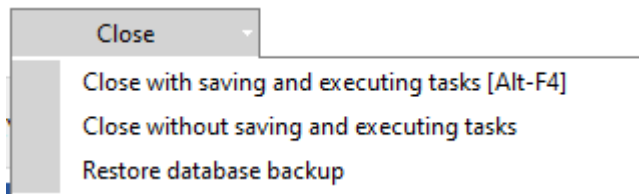
xOrganizer makes several backup copies in the XoBackup folder each time it executes the selected tasks. By default, 25 backup copies are stored (see settings), so it should always be possible to restore files if something does not work out as desired.

The following backups are made (if the task is executed):

- Scenery\_pack.ini (**Note:** it is possible to also write an extra backup to the Custom Scenery folder, see settings)
- X-Plane preference files
- X-Plane log file (in case you forgot to save the log in case of a crash and need it later)

Furthermore, backups are made of the database and the XoLog.txt of xOrganizer.

### 3.5 Restore an xOrganizer database file

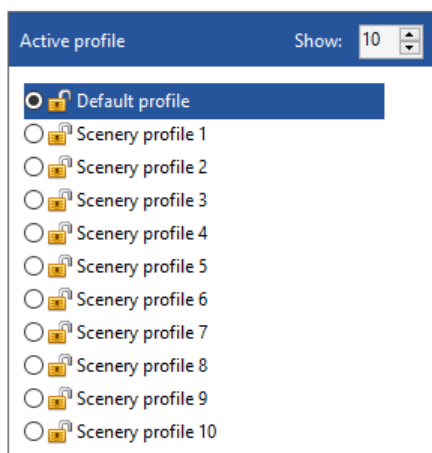


Restoring a backup can be done with the option in the Close menu. Choose the database version to restore.

A backup of the current database will be made if acknowledged.

### 3.6 Profiles

Profiles in xOrganizer (sets in the previous version) are used to store the (de)selected state of scenery packages, plugins and scripts, x-plane preferences and aircraft.



The profiles for scenery work the same as for plugins. The profiles are NOT linked to each other and work independently. If you would like to combine profiles when starting up X-Plane you can use the xOrganizer [QuickStartShortcut](#).

xOrganizer can store up to 15 profiles for you.

#### [Renaming user profiles](#)

By default, the user profiles are named Profile 1 and up but you can give them a more meaningful name by **double clicking** on the profile.

#### [Default profile](#)

The default profile is always refreshed when xOrganizer starts (or rescans, see action menu). It reflects the state of X-Plane at that moment.

However, you can use the default profile to quickly enable or disable things and close xOrganizer. If saving is set to ON, these settings will be written to X-Plane.

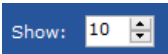
### Switching between profiles

If you click on a profile, the overview will directly show the states of that profile.

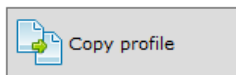
New profiles by default always start with everything disabled, except for libraries (you can change this: see settings). Just enable the scenery or plugins/scripts you would like in that profile and this will be stored. Please keep in mind that any change you make is stored automatically: there is no need to save the changes.

When closing xOrganizer the active profile is used to execute the tasks with save set to on. The active profile can be the default profile or a user profile.

### Hide/show profiles, no deletion

With the small box on the right side of the bar  you can select the number of profiles that are visible. So, if you only have 3 profiles you can simply hide the rest. **Note:** profiles cannot be deleted only hidden from sight!

### Copy and order profiles



With the copy button you can copy all states of one profile to another.



The move up/down buttons help to create the order you would like for the profiles.

### Profiles of X-Plane preferences

Although the logic is the same these profiles are created differently: please refer to the [section on X-Plane preferences](#).

### Locking profiles

If you want to protect a profile from accidental changes you can lock it by right clicking on it. Right click again and it will unlock. The profile is only protected against enabling/disabling items. Other changes like ordering are still possible.

## 3.7 QuickStart X-Plane with predefined profiles (shortcut on desktop)

If you have different setups and frequently switch between them, you could use QuickStart. With QuickStart XOrganizer will skip all scans, select the defined profiles and directly start X-Plane. Normally you would create a shortcut for each setup you want to use.

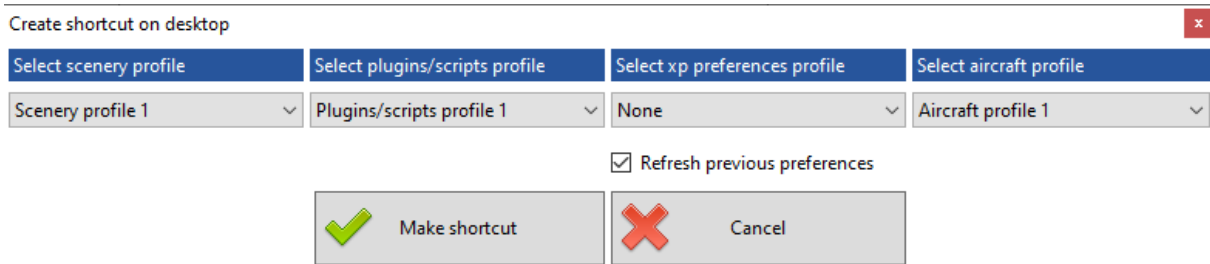
To make this feature work a shortcut has to be created with all the necessary settings: see Actions menu.

Create QuickStart shortcut

By default, the shortcut is placed on the desktop, but it can be moved anywhere you like.



With the pop-up window you can select the profiles you want:



Any profile set to “None” will be ignored. So, for instance only using the shortcut with scenery is possible.

The checkbox “Refresh previous preferences” is set to on by default and helps to save any change in the preference files before the preference files of the selected profile are copied to X-Plane. For more explanation see the section on X-Plane preferences.

Please note that as all scans are skipped new scenery, plugins or aircraft are not detected with QuickStart!


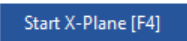
### 3.8 Executing the tasks, starting X-Plane, closing xOrganizer

When you have set things up in xOrganizer nothing is changed in the X-Plane directory yet. To perform the changes, you need instruct xOrganizer to execute the tasks. There are 3 tasks: for scenery, for plugins/scripts and for X-Plane preferences.

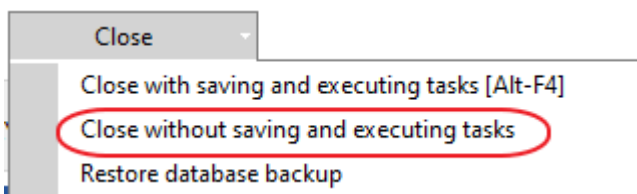
First you need to set the tasks you want to ON:



There are several ways to let xOrganizer execute the tasks that are ON:

- Close xOrganizer with the cross  or by pressing Alt-F4
- Start X-Plane with the button  or by pressing F4
- Use the Action menu to directly execute **Execute all tasks (F6)** or press F6.

xOrganizer is closed with the first 2, but not with the last option. However, there is an option in the settings menu to keep xOrganizer open if X-Plane is started. See the settings section.



Normally xOrganizer will save the changes to its database. If something went wrong and you want to close without saving changes choose this option in the Close menu:

Details on the executed tasks can be found in the log file (XoLog.txt):

---

```

Execute all write tasks

```

---

```

■ Execute : Task create scenery_packs.ini          Profile: Default profile
  Backup  : D:\X-Plane\XO Test X-Plane 11\Custom Scenery\scenery_packs.ini
  To      : D:\xOrganizer\XoBackups\XP Scenery_packs ini\Feb_12_2019_11_15_28 scenery_packs.ini
■ Created : D:\X-Plane\XO Test X-Plane 11\Custom Scenery\scenery_packs.ini
■ Execute : Task set plugin/script states          Profile: Default profile
■ Execute : Task write XP preference files         No profile was selected!

```

---

```

Tasks executed [9 milliseconds]

```

---

Please note: if you want to close without xOrganizer changing anything in the X-Plane folder you should set saving to OFF:



### 3.9 Moving the map

The map can be moved by pressing the left mouse button and hold it while moving around. Selecting map tiles can be done with the shift key (draws a selection box) or the control key.

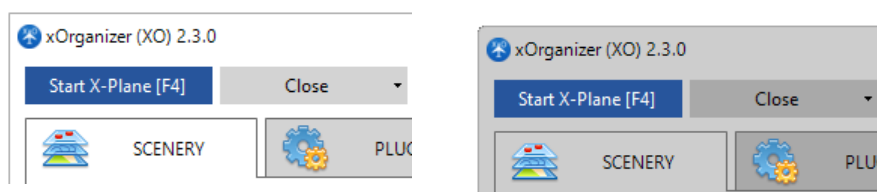
Another way to move the map which may be useful: zoom out (with the scroll wheel on the mouse) and hover the mouse above the area you would like to investigate. Now zoom in and the map should show only the area around the mouse pointer.

The map can also be automatically centered to the position of the mouse pointer while zooming in or out: see settings.

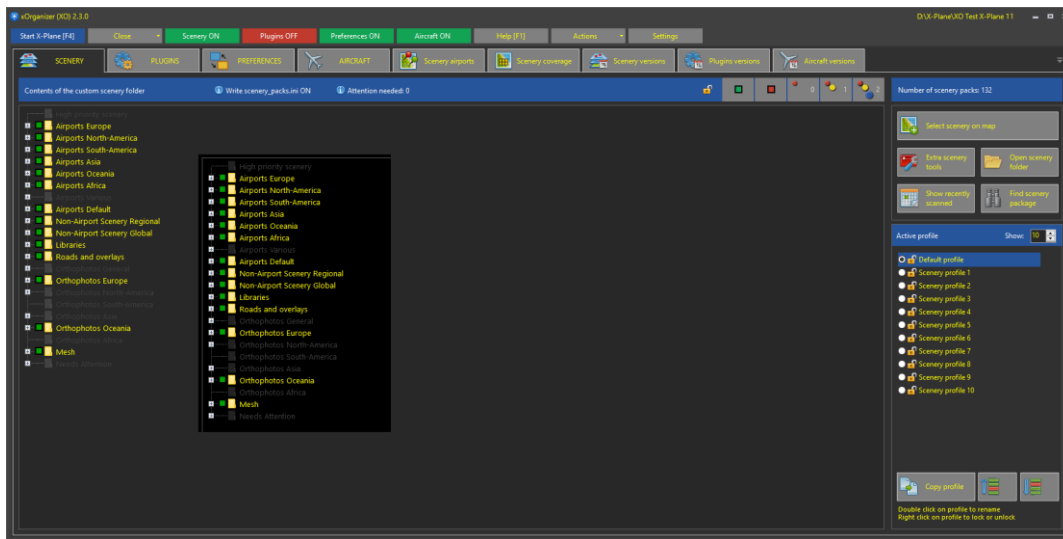
### 3.10 Scaling, font size, dark skin and grayscale map

XOrganizer automatically scales with the Windows setting. You can choose your own scaling in the settings (80%-300%). Apart from the scaling a smaller or larger font size can be selected.

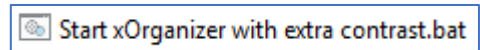
It is also possible to select the type of border: rounded and/or gray.



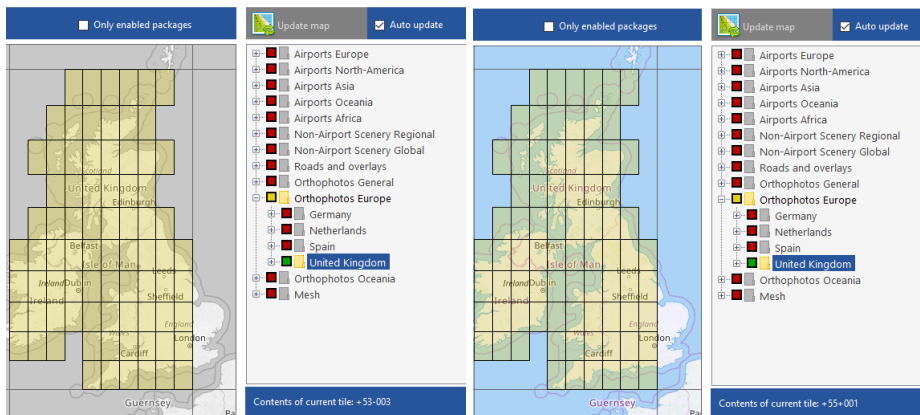
And several darker skins for the user interface (also with yellow text for extra contrast):



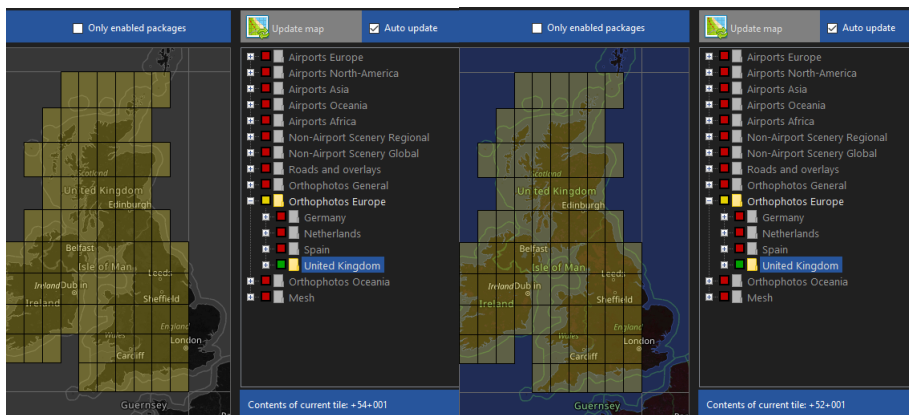
Setting the extra contrast mode is normally only possible after starting xOrganizer, but if needed this mode can also be automatically turned on by starting xOrganizer with the bat file in the XoUtilities directory.



The theme of the map is colored or grayscale (see options):



And in the dark mode:



## 4 Custom Scenery module

### 4.1 Scan results

If xOrganizer finds any changes in the Custom Scenery folder it will show them in this overview:

Overview of analysed scenerypackages.												
Actual folder	Actual subfolder	Scenery	Selected	Proposed folder	Proposed subfolder	Result	Method	New	Proposal	Removed	Readded	
Airports Europe	Germany	EDDK Koeln-Bonn Intl	==	Airports Europe	Germany	Airport	Airport	✓	==	==	==	
		EDER Wasserkuppe	==	Airports Europe	Germany	Airport	Airport	✓	==	==	==	
	United Kingdo...	EGAE	==	Airports Europe	United Kingdo...	Airport	Airport	==	==	✓	==	
		EGCN	==	Airports Europe	United Kingdo...	Airport	Airport	==	==	✓	==	

New and Removed packages probably speak for themselves. Readded packages are packages that were removed but added again: see explanation in paragraph 4.3.

Proposal is checked if a complete rescan is executed and the xOrganizer logic would place that package in a different location in the order than the current one: see paragraph 4.2. You are totally free to follow or ignore this.

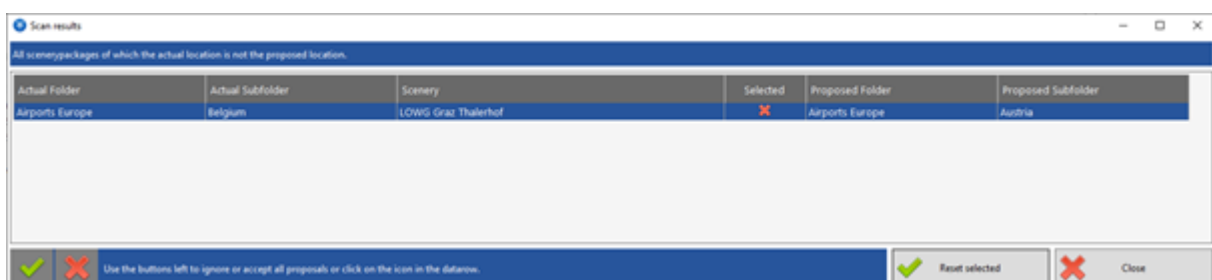
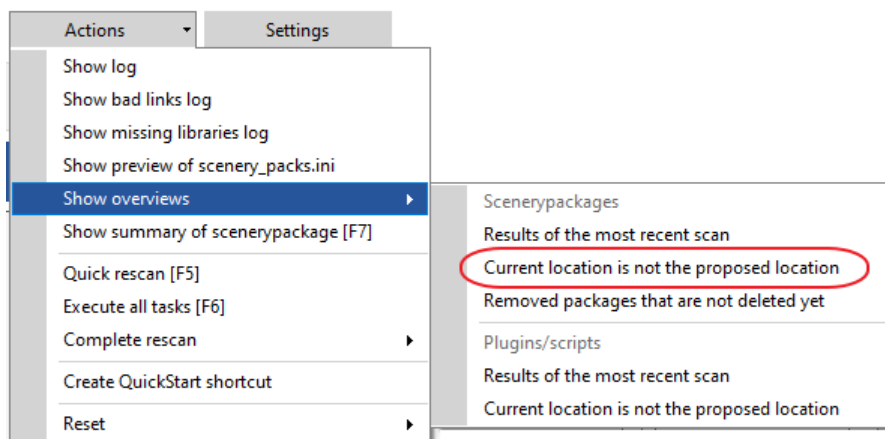
Next you will see the results of a [Scan for missing Libraries](#) and a [Scan for duplicate Airports](#) for the scanned packages.

### 4.2 Proposed location versus the location chosen by the user

Based on its scan as described below xOrganizer proposes a location. When a new scenery package is found, the proposed location is used to place it in the TreeView.

You are free to place any scenery package at any location in the TreeView, ignoring this proposal. xOrganizer will never overrule the changes you made on its own, even if a rescan of the scenery results in a new proposed location.

At any time, you can reset a scenery package to the proposed location using the context menu (right click on the package). Or you can use the overview in the Actions menu:



Only if you accept the change (by clicking on the red X) the actual location in the TreeView will be changed by xOrganizer.

### 4.3 Analysis of the Custom Scenery folder

#### *Scan, rescan and remember removed scenery*

Each run xOrganizer scans the Custom Scenery folder to find new or changed scenery and updates its internal database. Only new or changed scenery is analyzed, unchanged scenery already stored in the database is skipped, resulting in a fast load time even with a lot of scenery.

If you add new scenery or plugins and want to update xOrganizer you can use the rescan option in the Actions menu (F5). This is the same scan as xOrganizer performs at startup.

Quick scan X-Plane [F5]

If you change the content of a scenery package without affecting the file system date of the directory, xOrganizer will not detect the change. Normally this is not a problem as the package already has its place in the order. If for any reason it is necessary to rescan the package you can use the extra scans in the Actions menu:



The first scan will rescan including dsf tiles and airport data files (apt.dat). The 2<sup>nd</sup> scan is included in the first scan, but can be triggered separately and will only rescan version.txt files and scenery plugins / seasons.

***For more explanation on the scans: see the separate overviews (annex to the manual).***

Basically, all these scans are the same as performed on new installed packages BUT with this scan the location in the scenery order (TreeView) will NOT be changed. If xOrganizer has a new outcome from the scan, you can accept or ignore this in this overview.

xOrganizer will not bother you with packages that you placed in a different location.

By default, removed scenery is not removed from the database and kept there for 10 days. If added again xOrganizer will place the package at the stored location. This can be useful for:

- Use of symlinks/junctions where these links are often removed and added later
- Use of external drives: when disconnected by accident xOrganizer does not treat the missing scenery as deleted permanently.

You can switch off this functionality by going to settings and set number of days to keep removed packages to 0.

No of days to remove packages no longer found: 0

If you want to remove scenery packages permanently you can use the overview in the Actions menu: Show scan results:

Show removed packages that are not deleted yet

#### *Package contents*

xOrganizer uses several different methods to analyze scenery packages:

- Folder structure

- Types of files present + their size
- Reading the contents of apt.dat and dsf files
- Regex matches on ICAO names

Please note that authors are free to mix types of content and that there are no strict conventions. This means that in some cases it is not possible to select the right level with absolute certainty. xOrganizer will always try to make the safest choice to prevent unwanted overwriting of other scenery.

**Newer (payware) scenery packages more and more contain multiple folders with names that guarantee a predefined order and that are often meant to be placed together.**

xOrganizer needs an airport ICAO code in the name to recognize them as belonging together. If recognized they will be put together in the same subfolder, including libraries, roads and ground textures, that is if they are not 'real' mesh (\*).

(\*) For an explanation, please see this article: <http://www.4xplane.nl/tips-tricks/airport-packages-with-multiple-folders/>

Please always read the instructions of the author to see what is advised.

You can change the behavior of this functionality in the settings:

- ☒ Place airport roads and overlays in airport folder
- ☐ Place airport mesh in airport folder

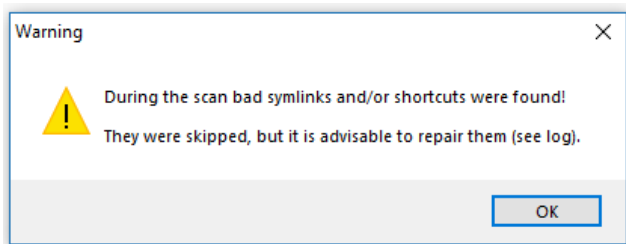
#### Package names

The default X-Plane folder are checked against the default installation of X-Plane 10 or X-Plane 11, based on the name of the folder.

The same is true for the search rules in the SceneryRules file. These rules are used to 'steer' some specific scenery, like World2XP, to its own folder (see below).

#### Symlinks / shortcuts

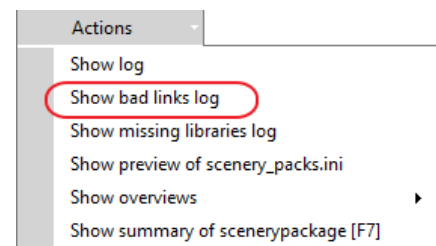
When your scenery collection grows it may be useful to place scenery on a different disk with a link in the Custom Scenery folder. This link can be a shortcut or a symlink/junction.



When moving scenery these links should always be updated, but it is easy to forget this. To prevent problems xOrganizer checks with every scan of X-Plane if these links are still valid and gives a message when broken/bad links are found.

Details can be found in the separate log:

The check for broken/bad links can be switched off in the settings but this is not recommended of course.



## 4.4 The main scenery overview

The main overview of your scenery will look like this:

**Note:** the icons and colors can be changed: see quick start and the settings section.

### Placement of scenery

xOrganizer suggests locations for packages in the TreeView, but you are free to place any package in any folder/subfolder!

**Note:** xOrganizer follows the order of scenery as advised by Simheaven, the author of the World2XP and X-Europe packages (see Simheaven.com).

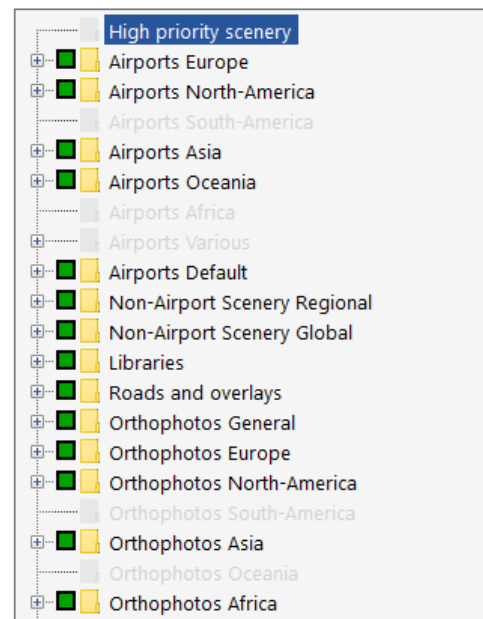
### Explanation of the different folders

#### High priority scenery

Here you can store airport packages you would like to keep separate for easy access, for instance your favorite airports for online flying on IVAO, PilotEdge, etc.

It can also be used to place packages that are required / advised to be on top of the scenery\_packs.ini, like SAM packages.

You can create a new subfolder with any name to store packages (menu with right mouse click).



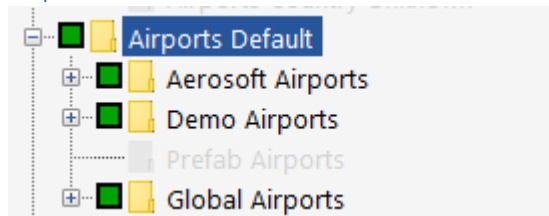
#### Airports Europe ... Airports Africa

xOrganizer has a couple of (offline) methods to determine the country of an airport. New airport scenery will automatically be placed in a country subfolder and all countries are grouped per continent.

#### Airports Various

This will not happen often, but if the country of an airport package cannot be determined at all it is placed in this folder. Please move them to the right country folder.

#### Airports Default

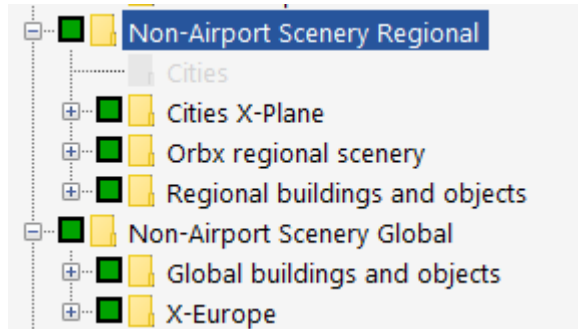


In this folder the X-Plane default airport packages are placed including Prefab airports (if present).

For the Global and Prefab packages it is important that they are placed below all other airports.

In the settings you can also choose to place the Aerosoft and Demo airport packages in the respective country subfolder. **Note:** only the default Aerosoft packages are included here, not separately bought Aerosoft scenery.

## Non-Airport Scenery: Regional / Global



The Non-Airport folders are meant for scenery objects that are not part of an airport.

The distinction between Regional and Global is not as strict as it seems. It is more a gradual change from very specific, often custom-made scenery and objects to less specific and more generic scenery and objects. For example, a package with custom made city scenery versus generic buildings

and trees in a World2XP package based on OpenStreetMap data.

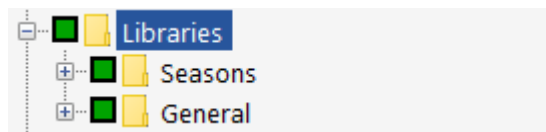
It is also a gradual change from a small area to a package which covers multiple areas or perhaps even a whole continent.

The whole point is to prevent widely spread generic objects overwriting your specific custom scenery. You are of course free to add subfolders to create your own order.

*For more explanation on regional versus global: see the separate overviews (annex to the manual).*

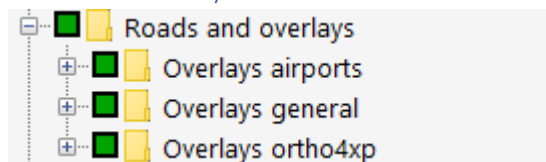
Some specific subfolders are cities X-Plane (default X-Plane Landmarks packages) and World2XP / X-Europe, both for Simheaven scenery (if present).

## Libraries



This folder contains all the library packages found. Libraries aimed at seasons should normally be placed in a separate subfolder above all other libraries (just drag the subfolder over the other).

## Roads and overlays



Roads and overlays is meant for all scenery containing networks. Networks can be road, railroads, powerlines, but also ski lifts, etc. It is the lowest layer just above the ground mesh.

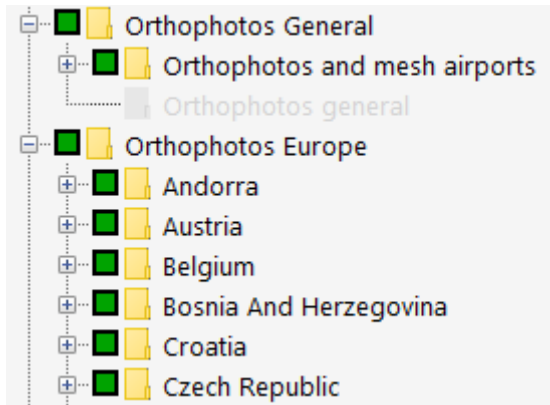
Sometimes airport packages also contain folders with the name overlay, while they in fact only contain normal scenery objects. In these cases, xOrganizer will place them next to the airport itself which will be fine in most cases. But if in doubt, always follow the instructions of the author of the package.

Most common are the overlays of Ortho4XP, which are needed for the photo scenery of a particular area.

Placing them here, separate from the photo scenery itself, has the advantage that they always have a higher priority in the order. Disadvantage is that they cannot be enabled/disabled with one mouse click together with the photo scenery. An alternative could be to place them in the same subfolder as the photo scenery, but please make sure that they are always sorted on top (for instance by naming them y\_ and the photo scenery z\_).



## Orthophotos

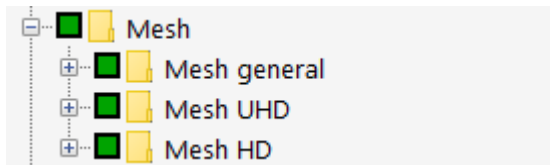


The general folder is used to place orthos and mesh part of an airport package (below all other packages but on top of the ortho and mesh tiles).

By default xOrganizer will automatically place a photo scenery in a country subfolder. xOrganizer has a couple of (offline) methods to determine the country. If a package contains multiple countries, the most frequently occurring country will be used.

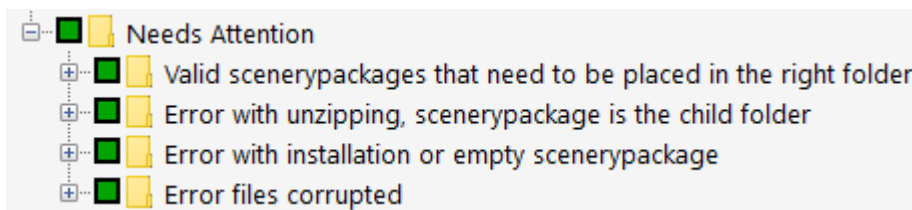
Please refer to the SceneryRules section if you have your own system for ordering photo scenery. With the SceneryRules you can tell xOrganizer to put packages in specific subfolders (like z\_ITA in subfolder Italy).

## Mesh



The Mesh folder will always place Mesh UHD and Mesh HD at the bottom (in this order). The Mesh general folder will be used for other types of mesh, for instance mesh that is part of a city package.

## Needs Attention



Normally the 1<sup>st</sup> subfolder should always be empty.

The 2<sup>nd</sup> subfolder is for packages of which xOrganizer has discovered that the folder structure contains 1 extra parent folder. This can happen with unzipping downloaded files and can easily be solved by removing the top parent folder.

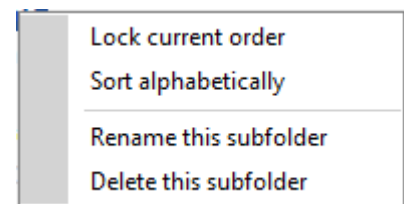
The 3<sup>rd</sup> subfolder is for used by xOrganizer to put in packages where the file structure was not recognized as valid scenery. This could be documentation of scenery packages, but an example could also be incorrectly installed HD mesh, where you forgot to add the Earth nav data folder.

The 4<sup>th</sup> subfolder should normally never contain any packages as this subfolder is used if xOrganizer encounters serious read / IO errors.

## 4.5 Alphabetical versus manual order (locked)

Scenery packages in a subfolder are by default sorted alphabetically. By dragging and dropping them, the order can be set manually. Please do not forget to **lock the current order** (right click on the parent for the context menu).

Otherwise xOrganizer will automatically reorder the subfolder alphabetically at next startup.



Instead of setting the order manually, it is advisable to achieve the same by renaming a package in such a way that the alphabetical order is what is needed. For instance, prefixing a package with an underscore (\_) will make it appear on top in a subfolder. By using this method, you will never have to think about it again and it prevents problems when you forget to set the lock (now or in the future).

Most scenery packages can be renamed without any problems, but if a specific package cannot be renamed you can set the order manually as described.

## 4.6 Summary of scenery packages

The summary of the scenery package can be opened by pressing F7, using the Actions menu or the context menu (right click on package):

**Show details**

Details of selected scenerypackage

Item	Value
SceneryPackage	LFXX PARIS Airfields
Actual folder	Airports Europe
Actual subfolder	France
File location	D:\X-Plane\XO Test X-Plane 11\Custom Scenery\LFXX PARIS...
Scenery_packs.ini	Custom Scenery\LFXX PARIS Airfields/
Icao	LFXX
Possible icao in package name	LFXX
Country	France
Continent	Europe
Center Lat	+049.0457
Center Lon	+002.3553
LFXX PARIS Airfields\Earth nav data fo...	Yes
LFXX PARIS Airfields\Earth nav data\ap...	Yes
LFXX PARIS Airfields\Library.txt found	Yes
Photo scenery	No
Version	
Download location	
GroundTraffic	No
Scenery Animation Manager	No
AutoGate	No
Number of airports	15
Number of valid dsf files	2
Scenery objects present	Not checked
Scenery polygons present	Not checked
Scenery networks present	Not checked
Scenery terrain present	Not checked
Package is a shortcut	No
Package lastwrite time	25-Jul-19 14:00:55

**Result of scan**  
Airport data file found and country identified.

**Method used**  
Package was classified based on the airport data file (apt.dat).

Previous package    Check libraries    Valid X-Plane package

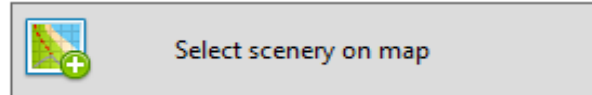
Next package    Open in Explorer    Close

## 4.7 Select scenery on map

With this function it is possible to select scenery packages based on their position on the map by selecting map tiles (1x1 degree).

It can for instance be used to:

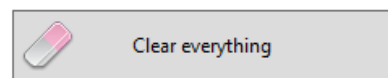
- Create a profile for a certain area on the map
- Create a (temporary) profile based on a planned (long distance) flight



For an in-depth explanation please refer to the videos in the xOrganizer support section of the X-Plane.org forum.

Brush size (tiles)

The brush size determines if neighboring tiles are selected as well. Size 1 = only selected tile, size 2 = 1 neighbor, etc.



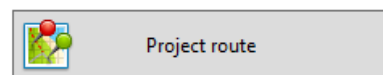
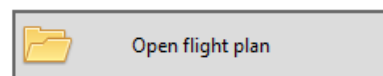
The clear button clears and resets the map including selections made.

### Mode

- ☒ Manual  
☐ Flightplan (fms)  
☐ Quick route

In the manual mode you can select tiles manually:

- Shift + left mouse button: draws a selection box
- Control + left mouse button: select individual tiles + neighbors (see brush)



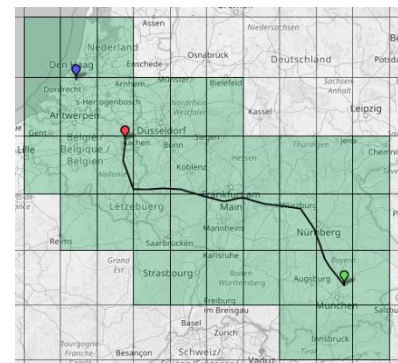
The flight plan mode will project a fms format flight plan on the map. Open a fms file first and then click on project route.

All the map tiles that are "hit" by the flight plan will be selected automatically.

Based on the brush size neighboring tiles are also selected.

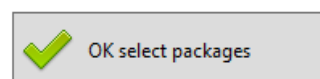
Alternate (ICAO)  
  
Rotterdam The Hague

Optionally an alternate airport can be selected as well: enter the ICAO code and press enter or tab to confirm.



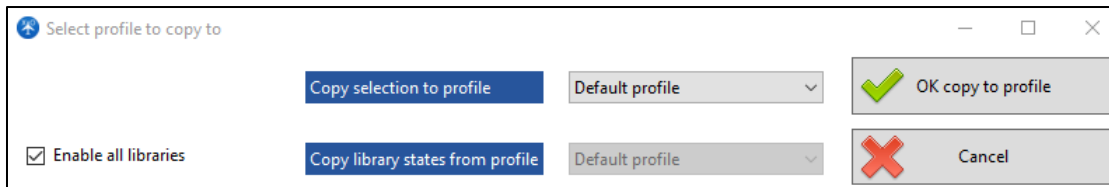
The image on the right shows the selected tiles. The green marker is departure, the red marker is arrival and the blue marker is the alternate.

The quick route mode works basically the same. It calculates a direct (great circle) route from departure to arrival airport by inputting the ICAO of these.



After selecting the tiles, click on this button to find the corresponding packages. xOrganizer will search for all packages that have 1 or more tiles (dsf files) with scenery in the selected area.

With the next popup window, you can select which profile to use for the found packages. Only the found packages will be enabled: all other packages except the libraries will be disabled.



Unchecking “Enable all libraries” offers the option to choose a profile from which the library states will be copied. This will only be needed if you have a very specific setup with certain libraries disabled (and don’t want to repeat disabling them every time).

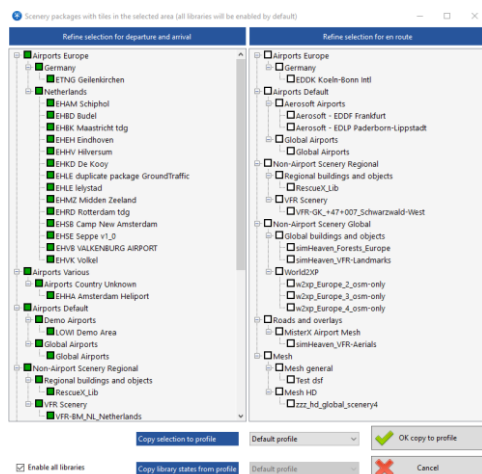
**NB: please understand that xOrganizer only selects packages based on whether they are “hit” -> it is up to you to make the final selection by disabling / enabling packages in the profile.** For instance, Global Airports will almost always be selected because it “hits” a lot of tiles, but perhaps you don’t need this package in your profile.

☒ Basic mode    ☐ Advanced mode

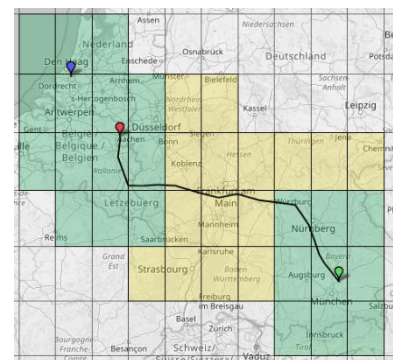
The advanced mode adds an extra functionality: the selection of tiles will consist of 2 types: “airport” and “en route” tiles.

The videos in the support section will explain better, but basically it helps to make a different selection for “airport” and “en route” tiles. For instance, for a long flight you might want to disable all scenery “en route” except maybe for the bare mesh or orthophoto tiles.

The same flight plan but now with “en route” tiles:



By default, all “hit” and found packages for the “airport” tiles are enabled and for the “en route” tiles disabled.

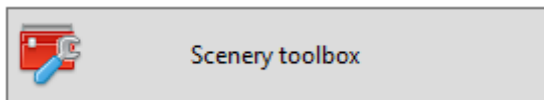


The final selection (on the left) requires a bit more attention because the 2 different lists of found packages have to be **merged** into 1 profile.

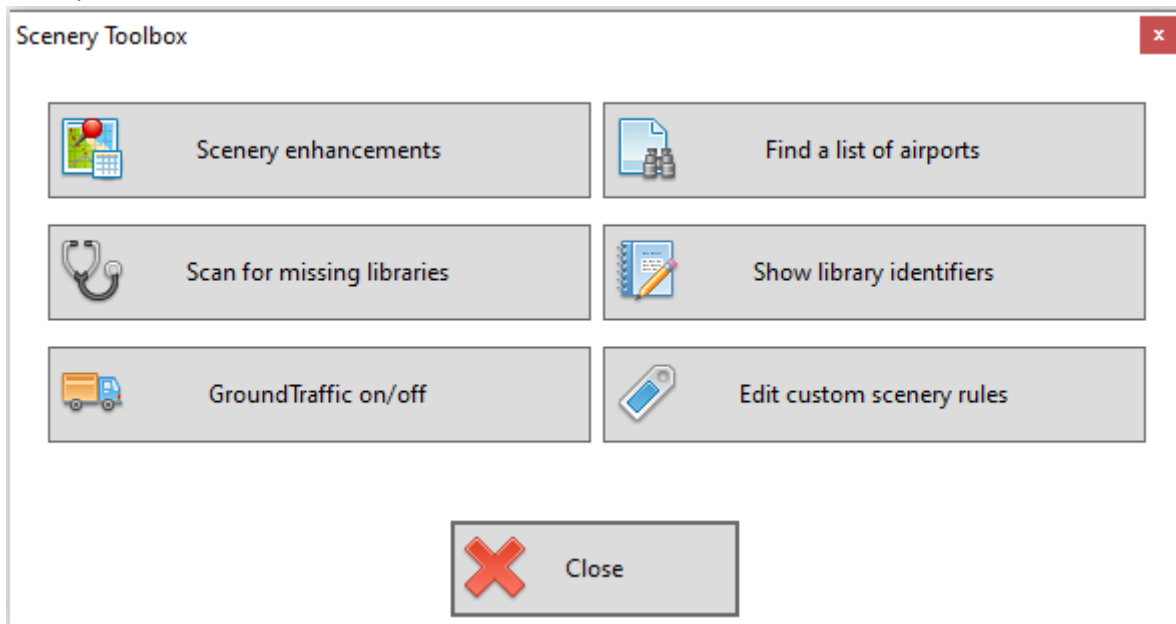
If a package is listed on the left side, it will not be shown on the right side: xOrganizer automatically removes any overlap.

But again: please refer to the videos in the support section for a better understanding of this functionality.

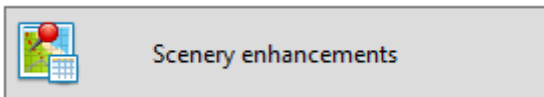
## 4.8 Scenery toolbox



Will open this screen:



### 4.8.1 [Scenery enhancements](#)



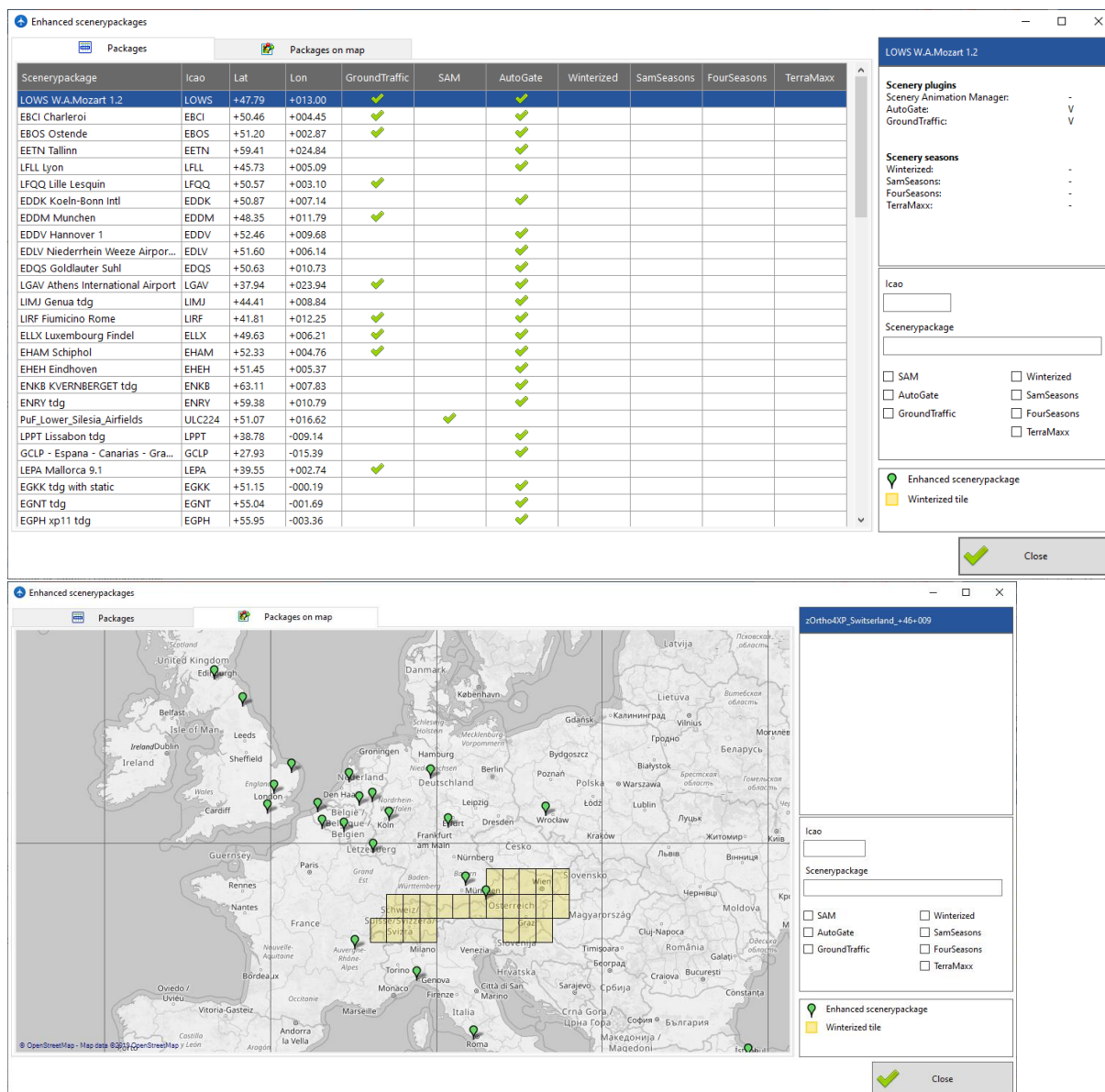
Sometimes you might want to fly specifically to airports with certain features.

XOrganizer scans all packages and detects the following items:

- SAM: scenery animation manager
- AutoGate objects
- GroundTraffic
- Seasons: SamSeasons / FourSeasons / TerraMaxx
- Winterized ortho4p tiles

For a tile to be recognized as winterized, it must have a WinterizedRef folder or a Deepwinter folder (and for the last Ortho4XP or G2XPL in its name).

The packages that contain one or more of these items can be shown in a data table or on a map, that can be filtered:



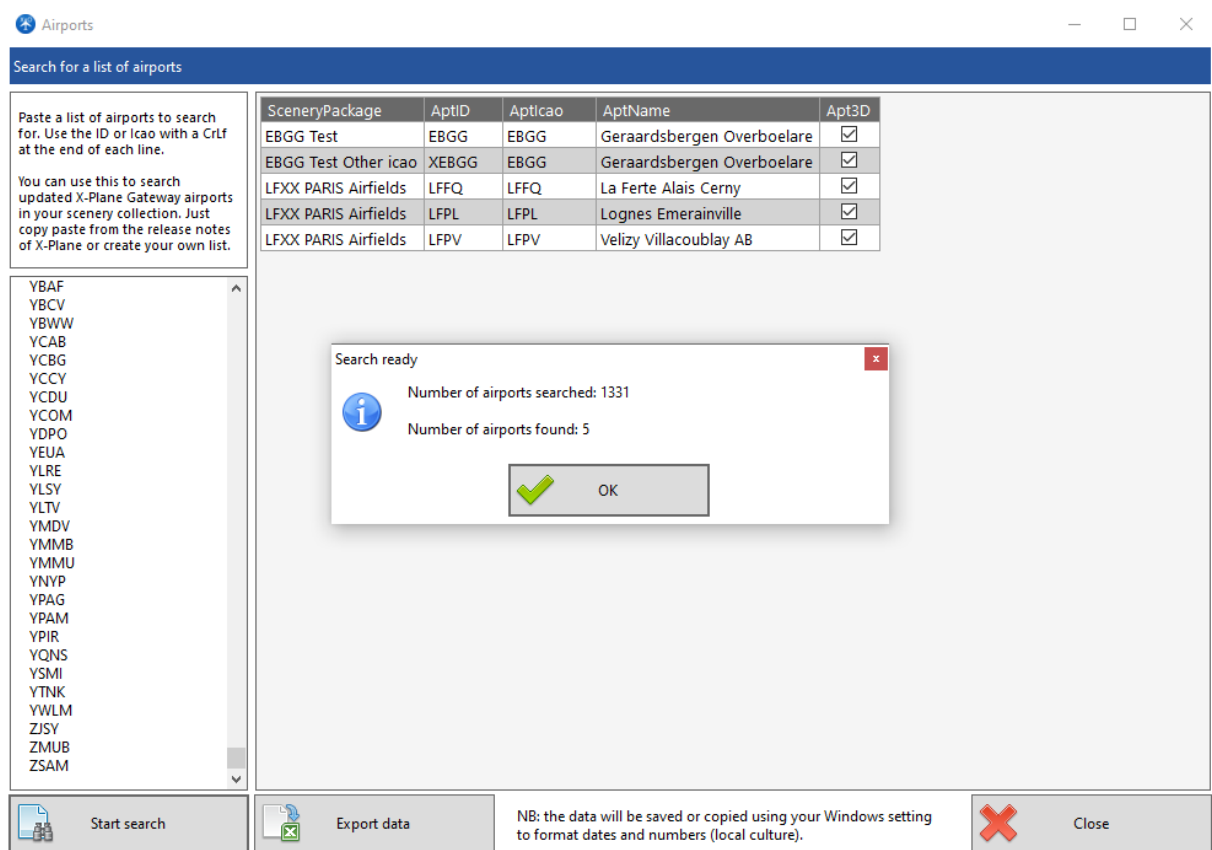
**Note:** If only the contents of a scenery package are changed, the file system date of the directory does not change, in which case xOrganizer will not rescan. To force a rescan of the complete contents of a package, including version files and scenery plugins you can use the Actions menu -> rescan -> all packages but only versions and scenery plugins

#### 4.8.2 Find a list of airports

With this function you can create an overview of all scenery packages (excluding the Global Airports) that contain any of the airports in a list you provide. This can be useful to search for outdated airport packages that you may want to remove because a new 3D Global Airport is published with a new X-Plane version.

To use this function you can copy the list of new 3D airports from the release notes on the X-Plane website and paste it in the textbox on the left side. After you click Start search the result are shown:

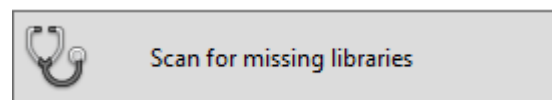




In the example above 5 airports were found of the list on the left side.

#### 4.8.3 [Scan for missing libraries](#)

Almost all scenery packages depend on libraries for their objects (buildings, vehicles, airport objects, etc.).



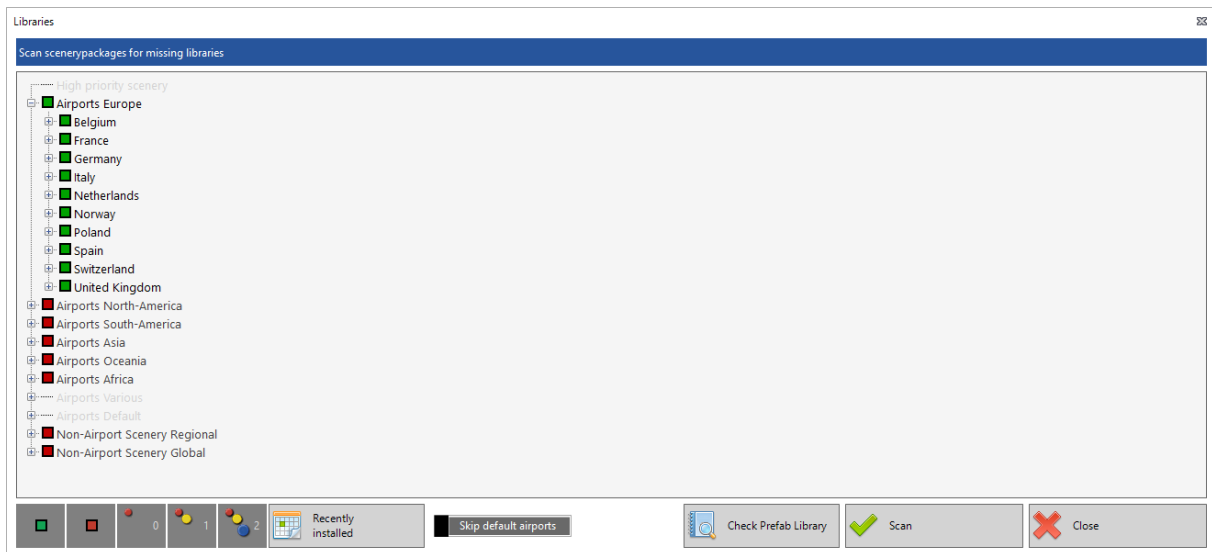
All libraries needed for a certain package need to be downloaded and installed separately. Furthermore, they are updated regularly and newer scenery could refer to an updated version. NB: to manage this you could use the versions and download function described above.

If X-Plane loads a scenery it will look for all the objects in that package. If a library is missing or an object of a library is missing because you missed the update, X-Plane cannot load that scenery package and will generate an error. This is very annoying if this happens, especially during a flight.

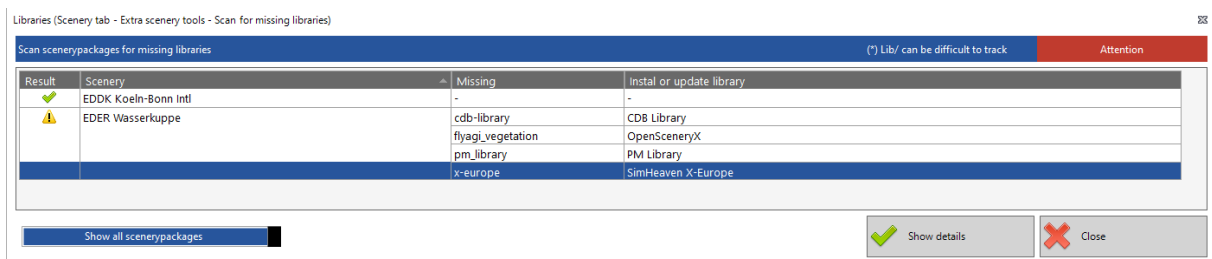
To prevent this, you can let xOrganizer scan all airport packages and Regional and Global non-airport packages.

With the normal scan at the startup of xOrganizer all new airport packages are scanned for missing libraries by default. New Regional and Global new packages are not scanned at startup, because they often contain a lot of dsf files and it very much depends on the contents if a scan is useful at all. The library scan at startup can be disabled in the settings if you want to skip it.

Select any or all package you want to check and click on Scan:



The scan will report if anything is missing (use the checkbox to only show the problems):



The scan will tell you if a library is completely missing or needs updating. In almost every case it is easy to see which library is meant, but sometimes the library uses a generic name: lib. Lib is used by multiple libraries and also the default X-Plane libraries, so, this makes it difficult to pin point. In these cases xOrganizer will show multiple suggestions: these are libraries containing objects with the prefix lib.

If this happens, just check the requirements the author posted with the scenery package.

Use the Show details button to see the details on missing objects.

**Note:** if you install a backup library with empty placeholders X-Plane will not report an error (but of course you will not see the object as intended by the scenery author). xOrganizer will report the missing library, but will add a note in the detailed log that a backup placeholder is found.

### Scan Prefab Library

The button Check Prefab Library (see above) is only visible if the xPrefab library is found, which is part of the Prefab 25000 Airports packages. You could see these packages as a fallback option for airports for which no custom or global scenery is available (see download section of the forum).

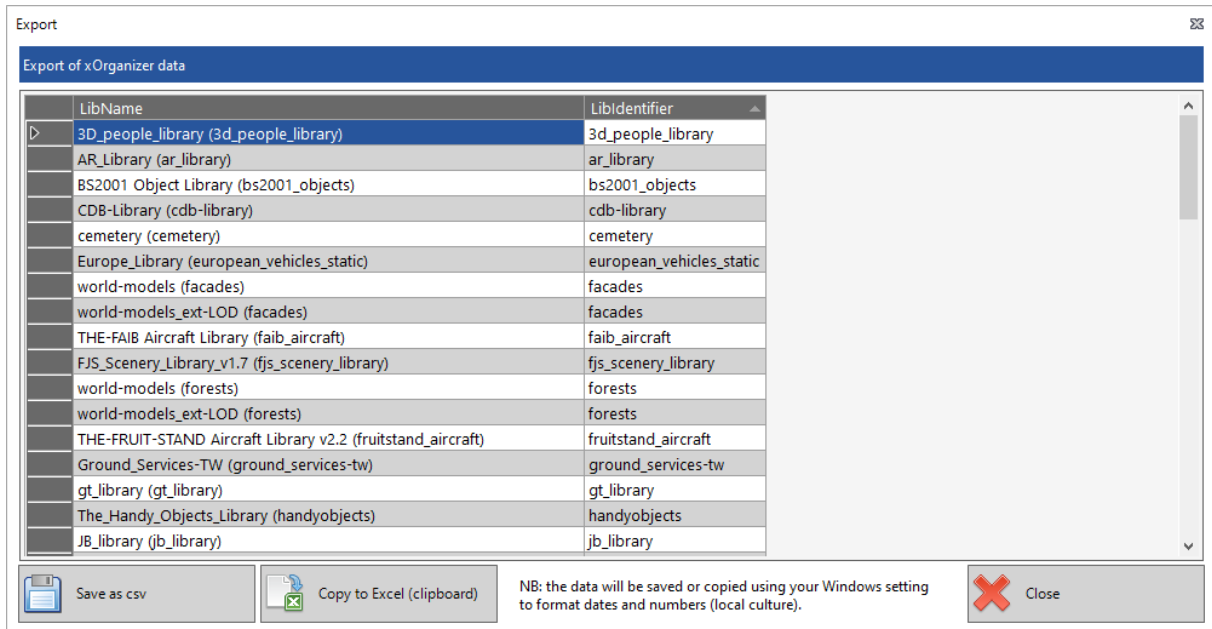
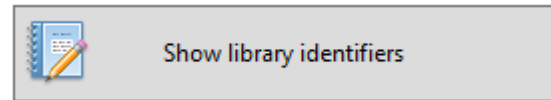
With the button it is possible to check if anything is missing in the installation. Similar to the scan above, but it uses a different way to check because they are built differently.

There is no need to select anything in the TreeView, just click on the button to start the scan.



#### 4.8.4 Show library identifiers

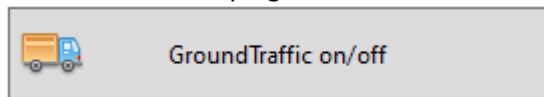
This function will show you all the identifiers of all the libraries you installed. Sometimes this can be useful information if you try to track down a scenery problem.



#### 4.8.5 GroundTraffic on/off

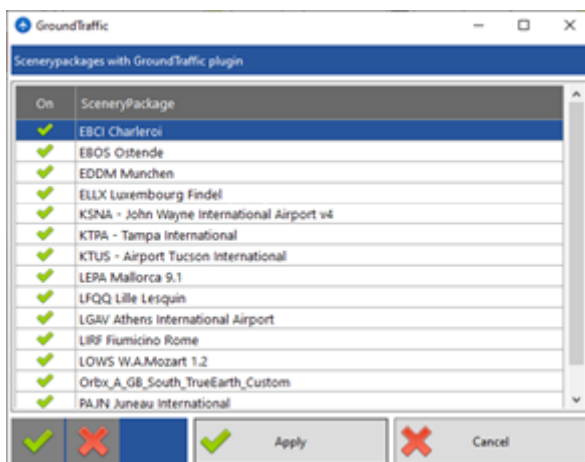
The GroundTraffic plugin adds life to an airport scenery by enabling ground traffic moving along pre-defined routes.

Unfortunately, it is a local plugin and when a lot of scenery packages with this plugin are loaded it can lead to conflicts with airplane plugins, resulting in errors and crashes. X-Plane can only handle a limited number of plugins at the same time.



The GroundTraffic setup button helps managing the amount of active GroundTraffic plugins.

Clicking on it will open a new window, that will show all airports with this plugin.



You can use the checkboxes to select or deselect the plugin for that package (checked = active). The buttons on the top-right will select or deselect all boxes.

Changes are only effectuated if the Apply button is pressed, but contrary to the plugin module the changes are applied **immediately** (not at closure of xOrganizer). Deactivated GroundTraffic plugins will get an .xorg extension.

**NB: plugins of disabled scenery packages are not loaded by X-Plane.** This function is only needed if you want to limit the number of GroundTraffic plugins of your enabled scenery packages.

#### 4.8.6 [Edit custom scenery rules](#)

The logic of the scan of xOrganizer can be overruled by user rules:

The 'ShowRules' dialog box is titled 'Custom scenery rules'. It features a header bar with the title. Below the header, there are four input fields: 'Rule (only lower case characters)' containing '\*city\*', 'Folder' set to 'Non-Airport Scenery Regional', 'Subfolder (type to add new)' set to 'Cities', and 'Description' set to 'Test User Rules'. Below these fields is a table with the following data:

Priority	Search string	Folder	Subfolder	Description
0	*city*	Non-Airport Scenery Regional	Cities	Test User Rules

To the right of the table is a vertical stack of buttons: 'Update rule' (with a green arrow), 'Clear input' (with a pink eraser), 'Add as new rule' (with a green plus), 'Higher priority' (with a blue up arrow), 'Lower priority' (with a blue down arrow), and 'Delete' (with a trash can). At the bottom right are 'Save rules' (with a green checkmark) and 'Cancel' (with a red X) buttons.

Based on the name of a scenery package you can instruct xOrganizer to place a package in any location. In the example above all packages containing the word “city” will be placed in the Cities folder.

The folders are fixed, but the subfolder can be an existing one or a totally new one. The rules are applied in the order as shown in the overview.

The rules are used for new scenery, but by initiating a rescan (automatically proposed if the rules are changed) you can apply them on existing packages. You still need to accept the changes before they are executed.

You can use the following wildcards: ? for a single character, \* for zero or more characters and # for a single digit (0-9). **Note:** the search is not case-sensitive!

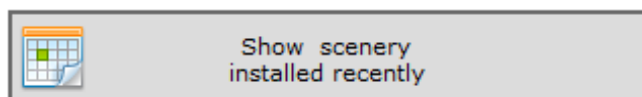
Previously a larger list of scenery rules was shown here. These rules are still present but part of the internal database and no longer editable. BUT any custom scenery rule you create will overrule the internal xOrganizer rules.

The internal rules may change in the future but currently address: SAM libraries, SFD Global, several SimHeaven packages, DD City packages and Orbx (True Earth and other) packages. Overlays for Orth4xp and UHD/HD Mesh are now integrated in the internal logic of xOrganizer.

## 4.9 Additional buttons

### *Recently installed*

With this button you can hide all scenery and only show recently installed packages.



The install date is the date the scenery is first scanned by xOrganizer.

By default, recently is defined as 1 day, but this can be any number of days (see settings).

When clicking the button will turn blue and the  
TreeView will look like this:

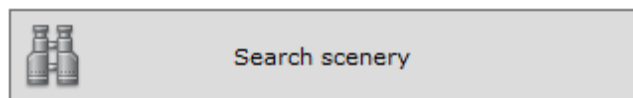


This should help to quickly check if new packages are placed correctly.

Furthermore, it helps to quickly browse through your profiles to update them. **Note:** new scenery packages will be disabled by default for all user profiles (the default profile will follow the current scenery\_packs.ini).

#### *Search scenery packages*

This function helps to find scenery package by inputting a (partial) text to search for.



The search is not case-sensitive and some wildcards are allowed: ? for a single character, \* for zero or more characters and # for a single digit (0-9). So "VFR-\*" will find any package with VFR- in the name.

The TreeView will expand to show all scenery packages that match the input.

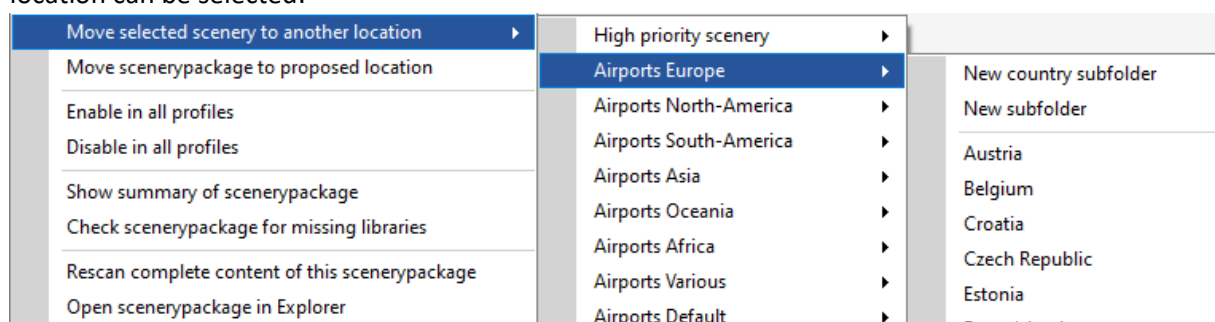
## 4.10 Mouse menu's, sort, move, add, rename, delete

### *Scenery packages*

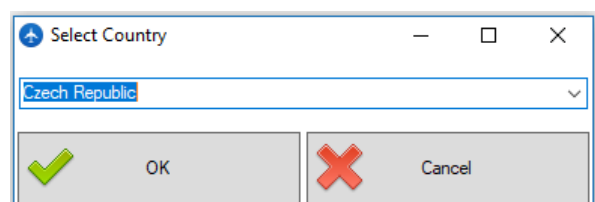
Selecting single scenery packages can be done by clicking on them. Multiple packages can be selected with the use of the shift and/or control key.

Basic reallocation of scenery package is possible using drag and drop at the new location.

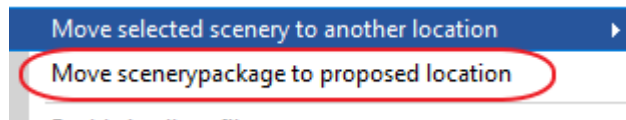
In most cases however it will be easier to use the context menu (right mouse click) where the new location can be selected:



When a continent is selected the **new country subfolder** option will open a window where you can select another country (in that continent). xOrganizer will create that new country subfolder and move the scenery to that subfolder.



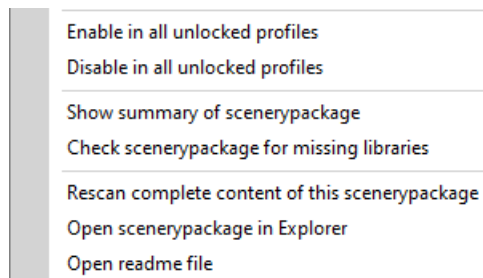
When another type of folder is selected (not a continent / country) you will be simply asked to provide a name for the new subfolder. **Note:** you cannot add a new subfolder to the Airports Default and Needs Attention folder.



The **proposed location** is the location that xOrganizer choose for that package at the first scan (see explanation on scans).

In some cases, it might come in handy to

‘reset’ a package, for instance if you made a Favorite subfolder but later decide you want that scenery package back in its original country folder.



Use these menu options to quickly enable/disable the package in all profiles, including the default profile.

Instead of rescanning all scenery packages (all tiles and airport data file), you can use the rescan option to trigger a rescan of only this package.

The summary option will open the summary window, the missing libraries option scans only for this package and the open in Explorer speaks for itself. If a readme file is found you can open it here directly.

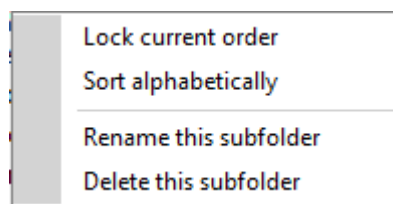
Scenery packages cannot be **renamed** in xOrganizer: just open them with the Explorer option, rename them and rescan (F5).

#### Lock current order

Scenery packages in a subfolder are by default sorted alphabetically. By dragging and dropping them the order can be set manually. Please do not forget to **lock the current order**. See 4.4 for more explanation.

#### Subfolders

Most subfolders can be **renamed** or **deleted** IF they are empty. But for some subfolders that are added by default by xOrganizer (‘system folders’) these options are grayed out:



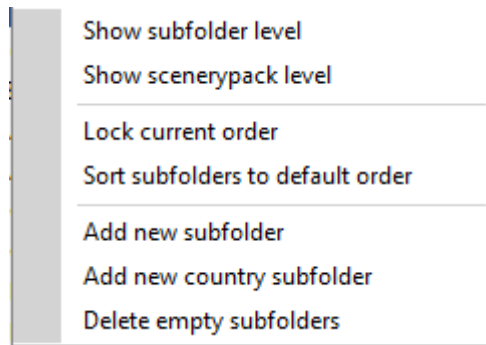
Subfolders can be freely moved within the same folder to change the order (by using drag and drop). Subfolders can also be moved to another folder.

An exception are the subfolders in the Airports Default and the Needs Attention folder.

Further options: see folders below.

## Folders

The top-level folders cannot be moved or renamed.



The context menu has additional options. The first 2 just add an extra way to quickly show underlying subfolder and packages.

By default, xOrganizer will sort the subfolders if a new subfolder is added. The **lock current order** option prevents xOrganizer from sorting. New subfolders will be added at the bottom. The next option **restores the default order** if wanted.

**Note:** the default order is usually alphabetical, but for instance UHD Mesh will always put on top of HD Mesh (not alphabetical).

The Airports Default and the Needs Attention folder have both options grayed out and are always locked.

The **add new subfolder** acts the same as the new subfolder option in the context menu of the scenery packages. Removing empty subfolders is only possible for 'non-system' subfolders.

## 5 Plugins and scripts

The functionality of the plugins/scripts module works more or less the same as the scenery module, but is a bit simpler to understand.

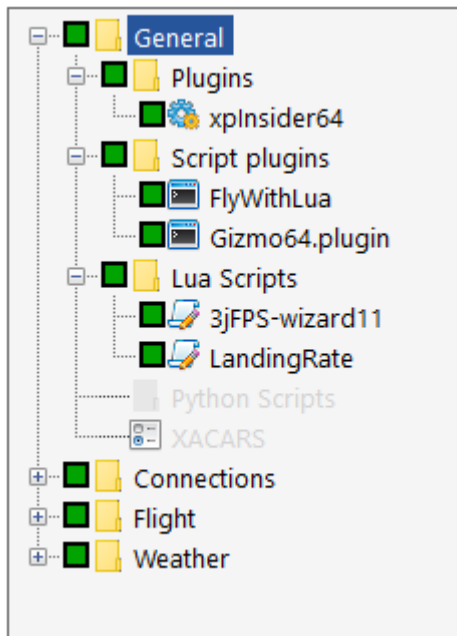
### 5.1 Scan results

If xOrganizer finds any changes in the Plugin folder it will show them in this overview:

Overview of analysed plugins/scripts							
Actual folder	Actual subfolder	Plugin/script	Selected	Proposed folder	Proposed subfolder	New	Proposal
General	Plugins	Freeze	---	General	Plugins	✓	---
	Script plugins	xreloaded	---	General	Script plugins	✓	---
		flyWithLua	---	General	Script plugins	✓	---
		Gizmo64.plugin	---	General	Script plugins	✓	---
		PythonInterface	---	General	Script plugins	✓	---
		XPPython3	---	General	Script plugins	✓	---
	Lua Scripts	3D head positions	---	General	Lua Scripts	✓	---
		Auto_LOD 1.3	---	General	Lua Scripts	✓	---
		flap-axis-detent	---	General	Lua Scripts	✓	---
		road's Traffic settings	---	General	Lua Scripts	✓	---
		Settings MH	---	General	Lua Scripts	✓	---
		Windrose	---	General	Lua Scripts	✓	---
		XP11 TheUltimate Mod - 2.2	---	General	Lua Scripts	✓	---
	Python Scripts	PL_AutoSave	---	General	Python Scripts	✓	---
		PL_FastPlans	---	General	Python Scripts	✓	---
		PL_GroundServices	---	General	Python Scripts	✓	---
		PL_noaaWeather	---	General	Python Scripts	✓	---
		PL_ScriptsUpdater	---	General	Python Scripts	✓	---
		PL_TestP3	---	General	Python Scripts	✓	---
		PL_TestP3 script 2	---	General	Python Scripts	✓	---
		Di_Timer@Dnrcnccinn1	---	General	Python Scripts	✓	---

The New and Proposal column are similar to the scenery scan. Removed plugins are not kept in the database, so you will not see a Removed or Readded column.

### 5.2 The main Plugin overview



The contents of the general folder speak for themselves, maybe except for script plugins. These are plugins that enable running scripts like Lua and Python.

For XACARS: see below.

Below the general folder are 3 folders with subfolders:

- Connections
- Flight
- Weather

Contrary to the scenery tab you are **totally free to delete, rename or reorder these folders**. You can also add new top- or subfolders.

As there are many ways to organize this section you are totally free to create your own folder structure with one exception: **the general folder cannot be changed in any way**.

**However, xOrganizer does use the default folder structure:** as long as it can find the appropriate subfolder it will place plugins it recognizes in there. The plugins recognized by xOrganizer are stored in the file XoPluginRules.txt (in XoData).

If you delete or rename any of these subfolders, xOrganizer will use the default subfolder (in the General folder) and you will have to manually place the plugin in the subfolder you want.

**Plugins/scripts can be placed in any location you want** (the order is not important here) and can be enabled or disabled as needed. Different combinations can be stored in profiles, similar to the scenery module.

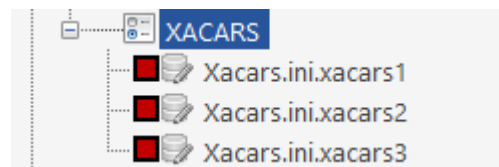
If you want to disable all scripts of one type, it is also possible to disable the corresponding script plugin.

To use the functionality set **Plugins ON** AND select the profile you would like to use. As a

result, the bar on top should look like this: **Write plugins/scripts states ON**

### XACARS

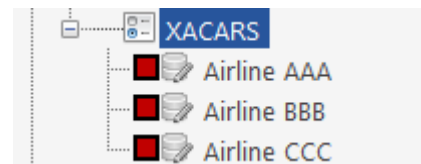
If you are a member of more than 1 virtual airline that uses XACARS, the XACARS function can be used to swap Xacars.ini files.



To set this up you need to number the ini files for the different airlines with the extension .xacars1, xacars2, etc. (see image). Enabling a specific ini file works the same as with plugins. But: you can only enable 1 xacars variant at the same time (or disable them all). Enabling / disabling all plugins/scripts does not influence the xacars files.

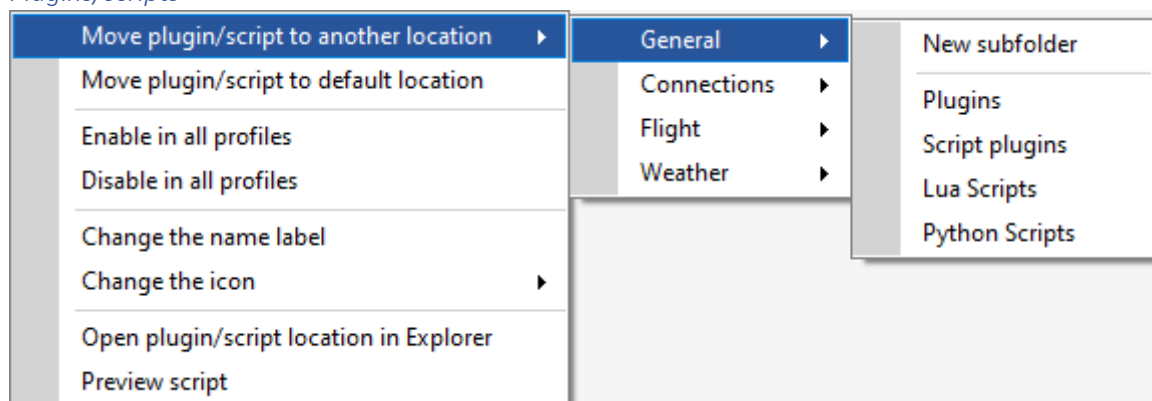
If you let xOrganizer execute the plugin task it will overwrite the xacars.ini file with the variant you enabled. XOrganizer does not sync the files later: it is a one-way functionality.

**NB: do not rename the xacars ini files.** To make clear what ini file belongs to what virtual airline you can use the option “Change the name label” to give a more descriptive name:



## 5.3 Mouse menu's, sort, move, add, rename, delete

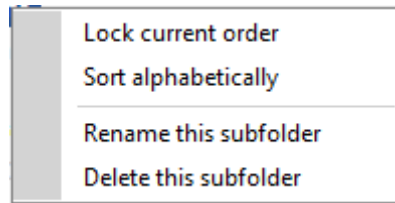
### Plugins/scripts



The context menu for plugins/scripts works similar to the scenery tab. There are 2 options that differ:

- Change name label: you can give any plugin or script a more descriptive name. The actual filename is not changed, it is just a label in xOrganizer to help you.
- Change the icon: to make the function of a script or plugin more clear for yourself you can choose a different icon.

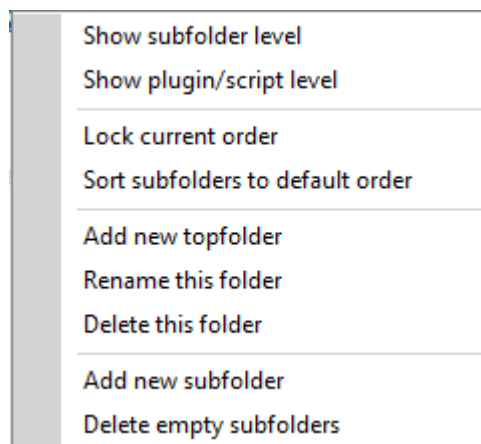
#### Subfolders



The order of the plugins/scripts has no real function (opposed to the order of the scenery). But if you prefer a certain order for better overview you can change the order by drag and drop. Don't forget to lock the order or xOrganizer will sort the next startup.

Rename / delete work the same as with scenery.

#### Folders



Most functions work similar to the scenery tab. With the subfolders there is no real benefit in changing the order, but it can be done if you prefer this.

Contrary to the scenery overview you can add new (top)folders and rename / delete them (except for the General folder).

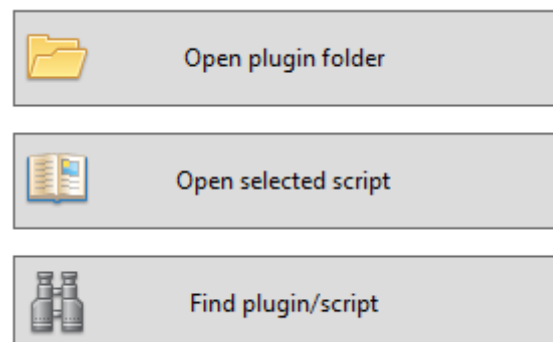
Adding / deleting subfolders work similar. NB: only the subfolders in the General folder are protected. All other subfolders can be deleted if they are empty.

## 5.4 Additional buttons

Open the plugin folder speaks for itself.

Open selected script will only work for Lua scripts (.lua) and non-compiled Python scripts (.py not .pyc). A new window will open to show the contents of the selected script (read only).

The find button works similar to the scenery tab.



## 5.5 Profiles

The plugin/scripts profiles work exactly the same as for scenery. See: [profiles](#)



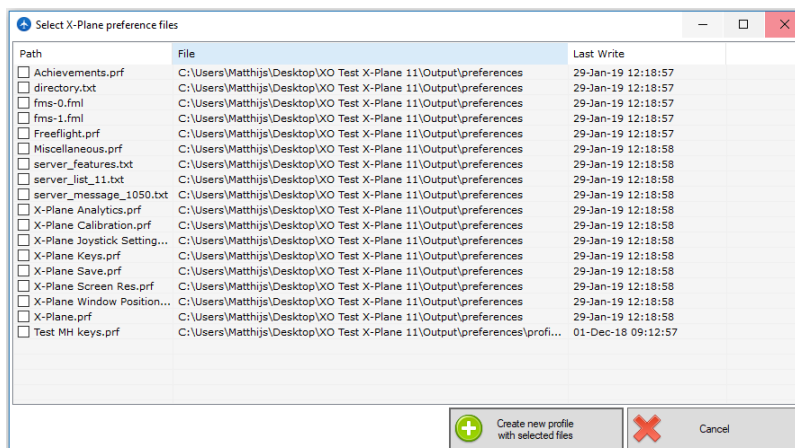
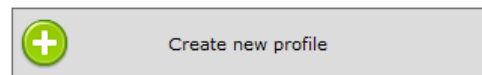
## 6 X-Plane preferences

With this module it is possible to swap X-Plane preferences files between the xOrganizer folder and X-Plane. This can be helpful if you need different setups in X-Plane and don't want to change all options manually each time you switch. Examples are different monitor setups, but also VR vs normal monitor setup. Because the goal is swapping back and forth you would normally need to create 2 profiles.

A profile is a bit different here than with scenery: a preferences profile is in fact a subdirectory in the xOrganizer directory ("XoProfiles X-Plane preferences") that stores the preferences files.

The first step is to make sure that you have run X-Plane with the settings you would like to keep for your first profile.

After that you can create a new profile:



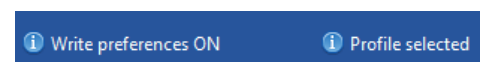
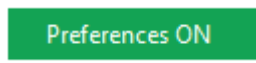
Next a window will open in which you can select the relevant files (the preferences you would like to swap).

After selecting you will be asked to give a name for the profile and the profile (subdirectory with files) will be created.

In the tab the files of the profile should now be listed.

Next step is to run X-Plane again but then with the settings for the other profile. After closing X-Plane you create a second profile by again selecting the relevant preferences.

To use the functionality set **Preferences ON** AND select the profile you would like to use. As a result, the bar on top should look like this:

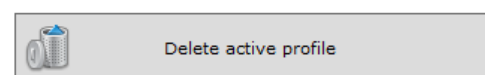
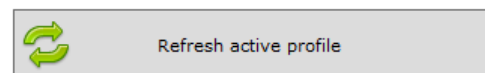


When closing, xOrganizer will copy all the files of the profile to the Output\preferences folder of X-Plane. **Note:** each time that xOrganizer writes to this folder a **backup copy is made (zipped)** of all the files in the preferences folder.

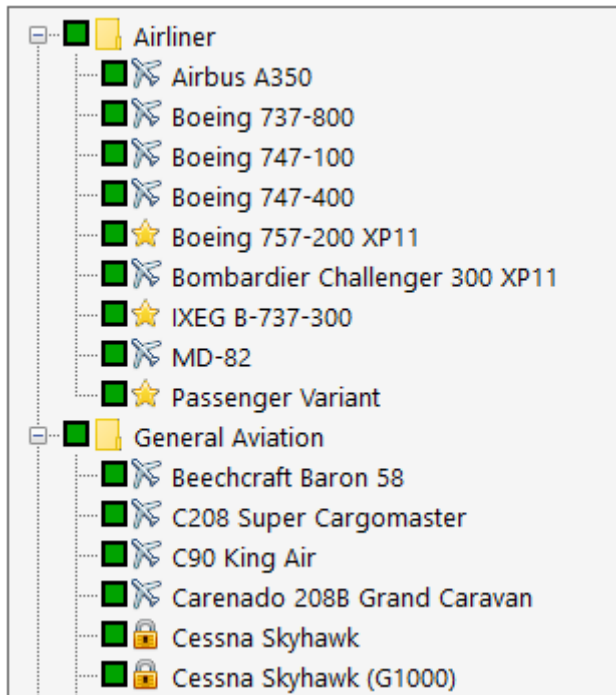
If preferences files are swapped and you later start xOrganizer again it will automatically ask you want to refresh the preferences files (to keep your profile in sync with X-Plane). You can switch this off: see settings Scans and tasks.

You can also do this manually if you did not use the profiles for a while.

Use this button if at any point you would like to delete a profile:



## 7 Aircraft



The aircraft tab can be used to disable aircraft (put away in a hangar if you like). This can be useful if you have a lot of aircraft and the aircraft screen in X-Plane gets overcrowded. It could also help decrease the loading time of X-Plane a bit.

The module does not have profiles, because there is little to gain by actively enabling/disabling aircraft each run. It is really aimed at decluttering.

Some aircraft are needed by X-Plane and without them the sim will not start. These aircraft are marked with a lock icon in the overview and cannot be disabled.

The aircraft you marked as favorite in X-Plane are shown with a star icon. The only way to change this is to mark or unmark a particular

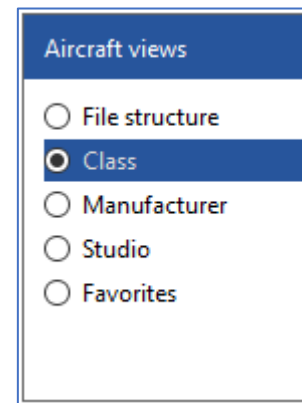
aircraft in X-Plane itself. The reason the favorites are marked separately is that you probably don't want to disable these.

The overview can be sorted in different ways with the menu on the left. The file structure is the same as the folder structure in the Aircraft directory. Class, manufacturer and studio are based on the information in the aircraft file (acf).

If you select Favorites, the overview will show these in a separate folder, next a folder with enabled and a folder with disabled aircraft.



If you enable or disable an aircraft in this overview you need to manually refresh the overview with the refresh button (automatic refresh made the overview very jumpy).



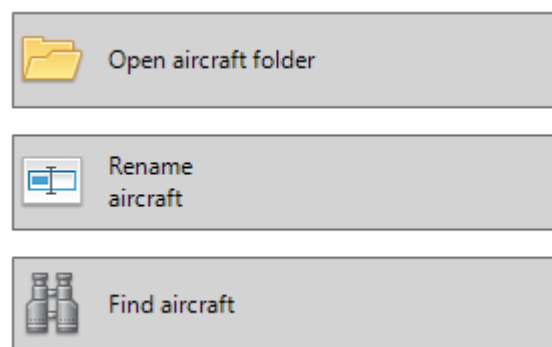
For each aircraft the following data is collected:

The locked aircraft are explained above. SkunkCrafts refers to a script that is used to update aircraft with a plugin (SkunkCrafts Updater). When an aircraft is disabled the script is also disabled (and vice versa).

ASK21	
<b>Class:</b>	Glider
<b>Engines:</b>	0
<b>Manufacturer:</b>	Alexander-Schleicher
<b>Studio:</b>	Laminar Research
<b>Aircraft locked:</b>	no
<b>SkunkCrafts:</b>	no
<b>Directory and file name:</b>	
Laminar Research\ASK 21	
ASK21.acf	

The buttons on the right side work the same as in the other modules

With the rename aircraft function you can change the name IN the aircraft file (not the name of the file itself). This is the name you see in X-Plane.

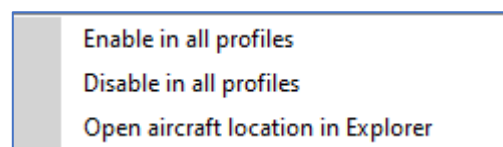


## 7.1 Profiles

The aircraft profiles work exactly the same as for scenery. See: [profiles](#)

## 7.2 Mouse menu

The options in the context menu also work the same as with the scenery module.




This tab gives more insight into the actual airports (ICAO codes) that are embedded in the scenery packages. If you change anything in the selection or order of scenery packages in the scenery tab, you will see a short scan as well because xOrganizer needs to process the effects on the airports.

All Airports		All Airports On Map							
AptID	Name	SceneryPackage	3D	AptType	Lat	Lon	Country	Index	Enabled
203	Angwin Parrett Fld	203 Angwin-Parrett	✓	1	+38.58	-122.44	USA-California	034	✓
AE-0002	Burj Al Arab Resort Helipad	X-Plane Landmarks - Dubai	✓	17	+25.14	+055.19	Saudi Arabia	054	✓
EBGG	Geraardsbergen Overboelare	EBGG Test	✓	1	+50.75	+003.86	Belgium	000	✓
EDDF	Frankfurt am Main	Aerosoft - EDDF Frankfurt	✓	1	+50.02	+008.54	Germany	044	✓
EDER	Wasserkuppe	EDER Wasserkuppe	✓	1	+50.50	+009.95	Germany	005	✓
EDHL	Luebeck-Blankensee	EDHL Luebeck-Blankensee	✓	1	+53.80	+010.72	Germany	006	✓
EDLP	Paderborn Lippstadt	Aerosoft - EDLP Paderborn-Li...	✓	1	+51.61	+008.62	Germany	045	✓
EGAE	Londonderry Eglinton	EGAE	✓	1	+55.04	-007.16	United Kingdom	031	✓
EGCN	Doncaster Sheffield	EGCN	✓	1	+53.47	-001.00	United Kingdom	032	✓
EGLL	London Heathrow	Aerosoft - EGLL Heathrow	✓	1	+51.47	-000.46	United Kingdom	046	✓
EHAL	Ameland	EHAL Ameland ChangedTestB...	✓	1	+53.45	+005.68	Netherlands	010	✓
EHAM	Schiphol	EHAM Schiphol	✓	1	+52.33	+004.76	Netherlands	011	✓
EHBK	Maastricht	EHBK Maastricht tgd	✓	1	+50.91	+005.77	Netherlands	013	✓
EHDR	Drachten	EHDR Drachten	✓	1	+53.12	+006.13	Netherlands	014	✓

Column	
<b>AptID</b>	Official ID code used in X-Plane (often the same as the ICAO)
<b>Name</b>	Name of the airport in the data file
<b>Package</b>	Scenery package that contains this airport
<b>3D</b>	Airport is 3D or 2D (Global airport with no scenery)
<b>AptType</b>	1 = land-based, 16 = water-based, 17 = heliport
<b>Lat/Ion</b>	Center position of airport
<b>Country</b>	Country based on the internal xOrganizer database
<b>Index</b>	Position in the scenery_packs.ini
<b>Enabled</b>	Is the scenery package currently enabled (active profile)?

[illegible]

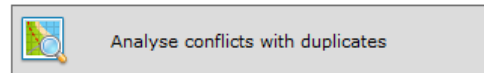
8-1

Airport ID or Icao	<input type="text"/>	Airport name	<input type="text"/>		Show	<input checked="" type="checkbox"/> Landbase	Hide	<input checked="" type="checkbox"/> Global airports	<input checked="" type="checkbox"/> 2D airports
Scenerypackage	<input type="text"/>				<input checked="" type="checkbox"/> Waterbase		<input checked="" type="checkbox"/> Prefab airports		
Country	All				<input checked="" type="checkbox"/> HeliPorts		<input checked="" type="checkbox"/> Disabled airports		

By default, the Global, Prefab and 2D airports are filtered out, to keep the focus on the custom scenery. But sometimes it may be useful to select them. This is also true for the option to show disabled airports.

## 8.1 Duplicates

If you collect a lot of scenery it might be a good idea to check on duplicates occasionally. As explained before X-Plane loads the scenery in a specific order in which scenery on top potentially overwrites scenery below. This could mean that you don't see the version of the airport in X-Plane that you would expect. If you click on analyze a new window will open:



Analysis of duplicate airports							Attention
Result	AptID	Name	Source	Visible	Explanation	Order	
✓	S05	Bandon State	S05 - Garrett Yalch	✓	Airport that X-Plane will use	00	
			Global Airports		No problem: Global Airport	01	
✓	SPQT	Col Francisco Secada Vignetta	SPQT XP	✓	Airport that X-Plane will use	00	
			Global Airports		No problem: Global Airport	01	
⚠	VHHH	Hong Kong Intl	VHHH_2.1.1	✓	Airport that X-Plane will use	00	
			VHHH_City	✗	Problem if this is the version you want	01	
			Global Airports		No problem: Global Airport	02	
✓	YPKU	Kununurra	YPKU Kununurra	✓	Airport that X-Plane will use	00	
			Global Airports		No problem: Global Airport	01	

Show all packages

OK

Here you see all the duplicate ICAO codes found in the airport data. The lines in green are normally no problem: these airports are part of the Global Airports + xOrganizer has checked that this package has a higher index (= lower in the scenery\_packs.ini) so it will not overwrite.

The red lines are **potential** problems: here a custom package overwrites an airport of another custom package. Sometimes packages overlap and as long as you see the airport that you want it is no problem, but it might be something to check! **Note:** if you check the box at the bottom you will only see the red lines.

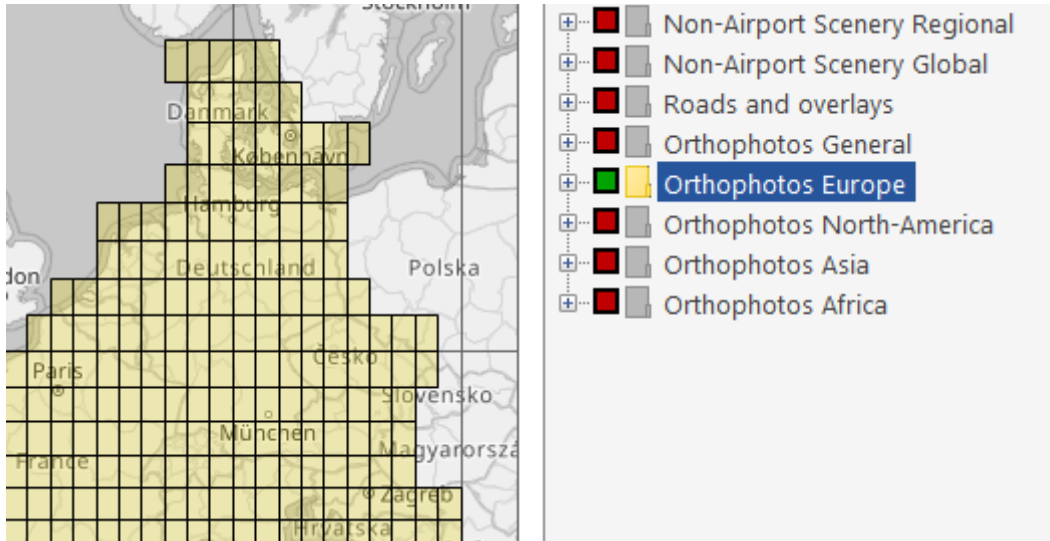
Grayed out lines are airports of disabled packages (according to the current selections in the Scenery tab). They cannot overwrite other airports and are skipped.

By default xOrganizer will scan all new airport packages for duplicates at startup. This scan is just to show any potential duplicates and that assumes all packages are enabled. You can switch off this scan in the settings (Scans and tasks).

**NB:** When the contents of a scenery folder are changed it is possible that the system date of the folder stays the same -> in this case xOrganizer will not be triggered to rescan. To force a rescan of all airport data files of a package you can use the Actions menu -> Complete rescan -> All packages all content OR use the option in the context menu (right click on a package).

## 9 Scenery map coverage

The map coverage is meant to check which tiles are covered by your scenery collection. This could help to identify missing orthophotos etc., but also overlapping and potentially conflicting packages. Last but not least: it can save you some frustration to check if you selected the correct scenery for your next X-Plane session.



The map is automatically updated with each selection.

If there are a lot of tiles covered this can take a few moments. If you want to check a lot of different packages it might work better to switch the auto update off and use the button to update.

If you only want to check on packages that are currently enabled (in the active profile) you can use this checkbox:

☐ Only enabled packages

Contents of current tile: +49+001

Top: yOrtho4XP\_Overlays  
Level 1: z\_Ortho4XP\_France\_+49+001

If you hover the mouse over the yellow tiles on the map, the textbox on the right bottom will show the packages that contain data for that tile. Whether they actually overwrite each other may also depend on the type of content: trees may be fine on top of

another package, but terrain mesh not.

So, the question whether these overlaps lead to unwanted results can only be answered by you as user.

### 9.1 Show airport tiles in coverage map

It is possible to show the tiles of airport packages on the map as well. You can switch this on in the settings (settings / scenery / coverage).

NB: the map will show the tiles and the actual airport locations embedded in the scenery package. The actual location of the airport(s) in a package can also be viewed in the Airports Details tab.

## 10 Scenery, plugins and aircraft versions and download locations

The version tabs can help you to manage your scenery, plugins/scripts and aircraft collection by keeping track of versions and download locations. You can also store additional notes:

TopFolder	SubFolder	Scenerypackage	Note	Update link	Version	System date	First scanned
Libraries	General	1000 roads				2019 11 03	2019 12 05
		3D_people_library		<a href="https://forums.x-plane.org/index.php?files/file/26611...">https://forums.x-plane.org/index.php?files/file/26611...</a>	3.9	2019 11 03	2019 12 05
		Aircraft-Static_and_Animated		<a href="https://forums.x-plane.org/index.php?files/file/35172...">https://forums.x-plane.org/index.php?files/file/35172...</a>		2019 11 21	2019 12 05
		Airport Environment HD		<a href="https://forums.x-plane.org/index.php?files/file/35172...">https://forums.x-plane.org/index.php?files/file/35172...</a>	2.1	2019 11 03	2019 12 05
		BS2001 Object Library			1.1	2019 11 03	2019 12 05
		CDB-Library		<a href="https://forums.x-plane.org/index.php?files/file/27907...">https://forums.x-plane.org/index.php?files/file/27907...</a>		2019 11 03	2019 12 05
		Europe_Library				2019 11 03	2019 12 05
		ff_library_extended_LOD			2apr2015	2019 11 03	2019 12 05
		FJS_Scenery_Library_v1.7			1.7	2019 11 03	2019 12 05
		flats of the world				2019 11 03	2019 12 05

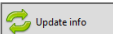
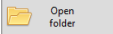
More and more authors of scenery packages add a version.txt file, but often you will have to add it yourself (which can be done here with the help of xOrganizer). If a version file is present in the folder of the scenery package xOrganizer will read it and show the contents in the table.

For plugins/scripts and aircraft the idea is the same, except that the version is stored in the xOrganizer database and not in a separate version.txt file.

If a Skunkcrafts updater file is present xOrganizer will read the version form the file, but it will of course never change it.

The textboxes on the bottom will show the same content as the selected line in the table. If you add content (copy paste) or update the content you will need to press the Update info button to accept the changes.

Note	Update link	Version
	<a href="https://forums.x-plane.org/index.php?files/file/29079-the-faib-aircraft-library/">https://forums.x-plane.org/index.php?files/file/29079-the-faib-aircraft-library/</a>	5.0

 Update info  
 Open folder

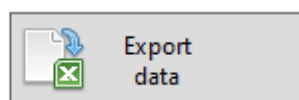
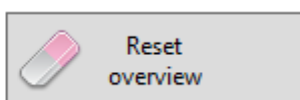
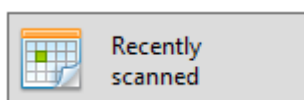
As explained above the version info for scenery will be stored in a version.txt file (xOrganizer will create one if not present).

The download info and note will be stored in the xOrganizer database. The download link can be a link to any of these options:

- Website: a link for instance to the original download location
- Application: for instance an updater application
- File: a local file of any type (spreadsheets, etc.)

NB: if you replace a scenery package with an updated version, please make sure that you use the exact same name for the package. This way xOrganizer will recognize it when scanning and link all the information to the new version. As the version information is stored in a txt file you will have to reenter and save the new version number (if the package does not already contain a version.txt placed there by the author).

If you click on a hyperlink your browser will open the download page.



If you recently added or changed scenery you can update the information quickly by clicking on the show recently scanned button (same as for the scenery tab) to filter out all other scenery. The reset overview button will clear any filters you applied with the textboxes and checkboxes in the top bar.

With the export button you can copy a part of the xOrganizer scenery packages database to the clipboard to paste in a spreadsheet. The data includes the states of packages in each profile.

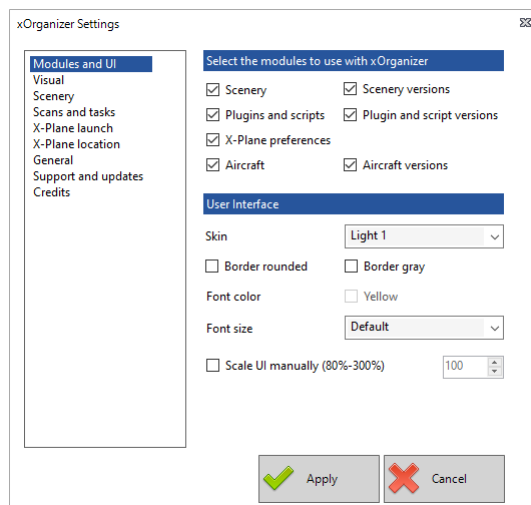


# 11 Settings

The settings menu

Settings

will open a new window with several groups of settings.



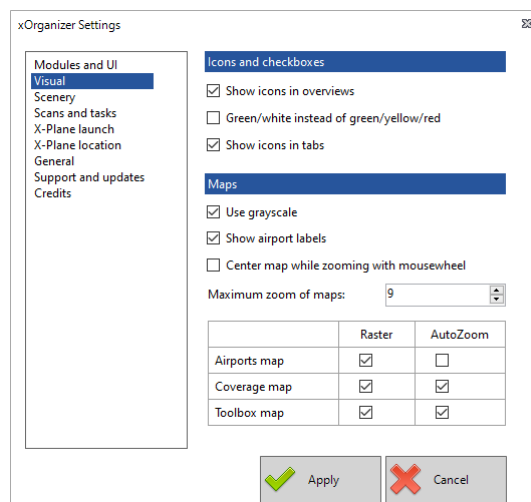
## General

With the modules checkboxes you can deselect the modules you don't use. xOrganizer will not only hide but completely ignore deselected modules.

With skin you can choose the border and UI colors that you like best, also with yellow font color for extra contrast. See [example](#).

The font size can be changed to small, default and large.

The scaling is set automatically by Windows, but you can overrule this and choose anything between 80% and 250%.



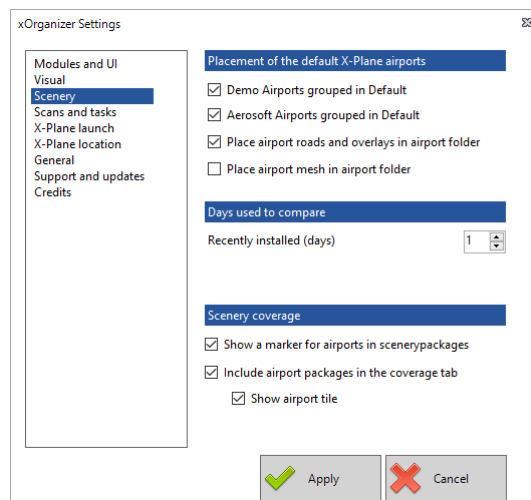
## Visual elements

Show icons will show/hide icons in the overviews of the scenery and plugins/scripts module.

Use green/white will give the checkboxes a different color. See Quick start for images.

With the map settings you can:

- Use grayscale instead of colors on the map
- Auto center when zooming with mouse wheel
- Show/hide the tile raster
- Autozoom map to the selection
- Set maximum zoom of maps (maximum = 10)



## Scenery

Some users of X-Plane don't want to use the default Demo and Aerosoft airports. Removing them is only a temporary solution: with every update they are reinstalled. With this setting you can place them in a separate subfolder. Just keep this subfolder deselected and they are not in the way anymore.

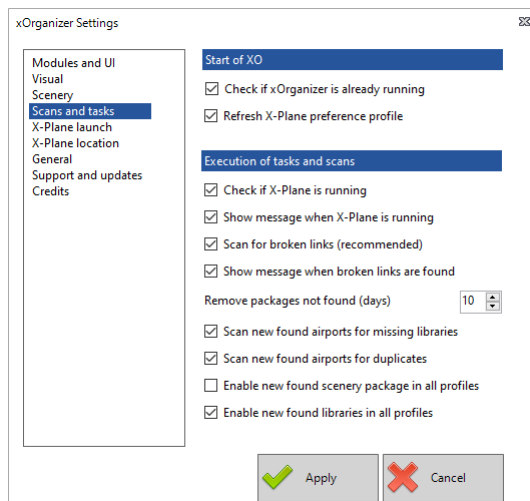
Always place mesh next to airport, see [explanation](#).

Recently installed in days is the number of days that is used for the filtering of recent installed packages.

Default is 1 day, but setting it to 7 will show all

packages installed in the last week.

For the setting airports in coverage tab: see description in the [coverage section](#).



### Scans and tasks

Running more copies of xOrganizer at the same time could result in conflicts, but the check can be switched off.

Refresh X-Plane preference profile, see [explanation](#).

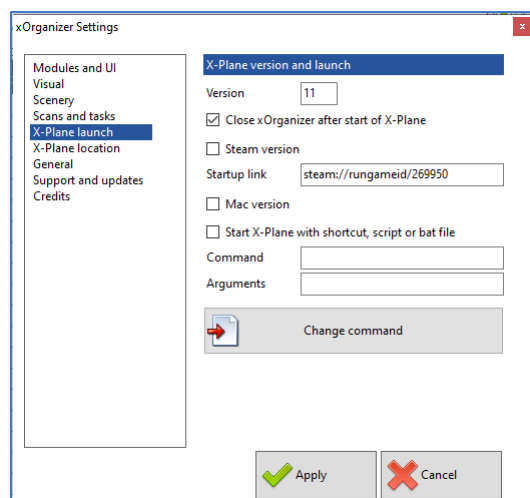
If X-Plane is running in the background, xOrganizer skips tasks that could make X-Plane unstable (by for instance accessing and locking files). Each skipped task is reported, but this warning can be disabled.

By default, xOrganizer will always check if all links are still valid (symlinks, junctions, shortcuts, etc.). If for

some reason you would like to switch this off you can uncheck the box, but it is recommended to keep it checked. The 2<sup>nd</sup> setting determines if bad links are reported directly (they are still logged if switched off).

If a scenery package is no longer found it is kept in the database for x days. See [explanation](#).

New airports will by default be scanned for missing libraries and duplicates. New scenery will be disabled in all profiles (other than the default profile of course). These options can be switched on or off, what works best for you.



### X-Plane launch

The version of X-Plane and whether it is the normal or Steam version should be detected automatically.

If for some reason the Steam version is not detected you can check the box. The link is the default Steam link for X-Plane 10 or 11.

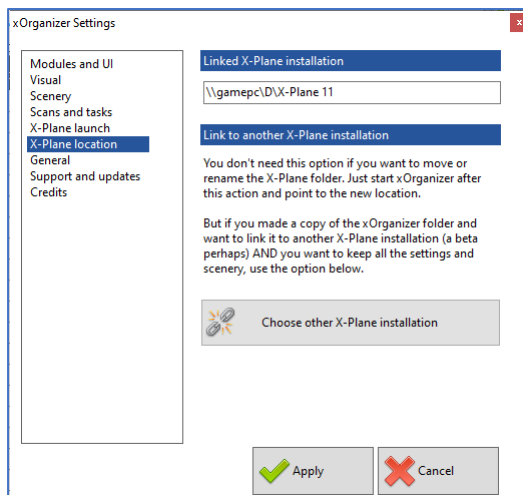
By default, xOrganizer is closed when X-Plane is started: here you can switch this off.

Mac version: if enabled xOrganizer will skip the check if the X-Plane.exe is present + it will disable "Start X-Plane" option.

**NB: xOrganizer is Windows only and will not run natively on Mac (or Linux). This option only makes it easier to run xOrganizer with the help of WINE (on a Mac).**

If you would like to start another script or process you can enter the command and the arguments (optional) by pressing the button Change command.

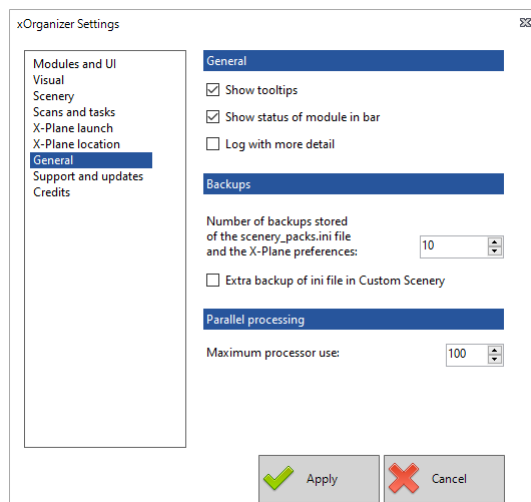
See the annex for more explanation on the steps needed to start a bat file.



### *X-Plane location*

The text tells you that you don't need this option if you want to move or rename the X-Plane folder. In these cases, just start xOrganizer after moving it. It will not find X-Plane on the old location and ask you for the new location.

If case you made a copy of the xOrganizer folder and want to link it to another X-Plane installation (a beta perhaps) AND you want to keep all the settings and scenery, you can use the button at the bottom.

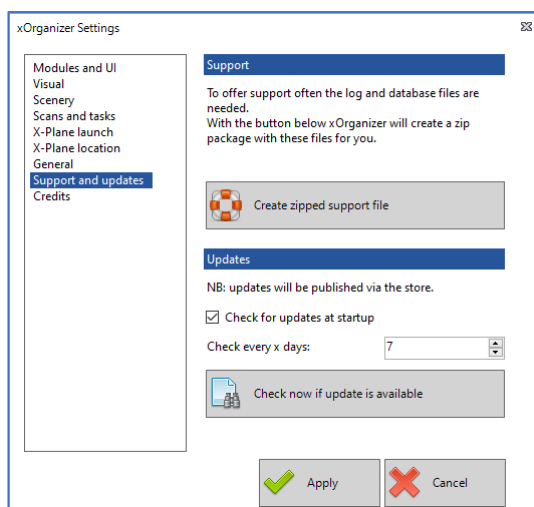


### *General*

When checked xOrganizer will show tooltips with most buttons and overviews. The status per module in the bar can be switched off (will only show problems). The 2<sup>nd</sup> option will show more details in the log (XoLog.txt).

The part below about backups determines the number of backups that xOrganizer makes of the scenery\_packs.ini file and the X-Plane preferences (if these modules are used). Minimum is 10. Normally no extra backup is made of the scenery\_packs.ini file in the Custom Scenery folder, but this can be enabled.

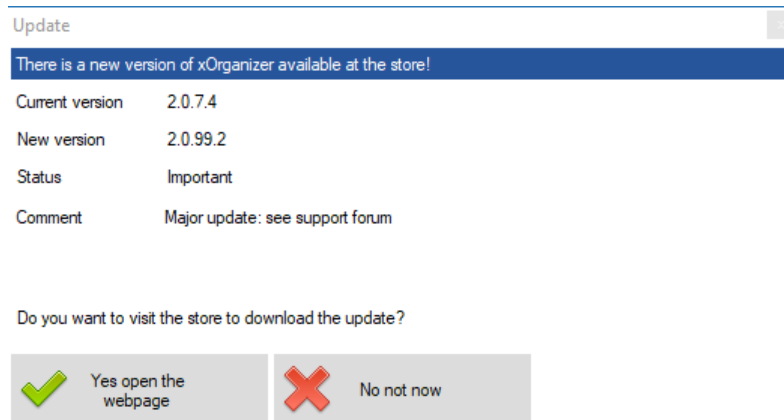
The maximum processor use can be reduced for the parallel processing (scan tasks). Normally this will not be needed.



### *Support and updates*

This section offers option to zip the files needed to analyze problems when support is asked for. XOrganizer will ask for a location to save the zip file. No personal information is collected, just the database file and the logs.

XOrganizer by default checks for updates, but this can be switched off here. The check will be performed with the interval specified here (in days), but with the button you can also check this right away.

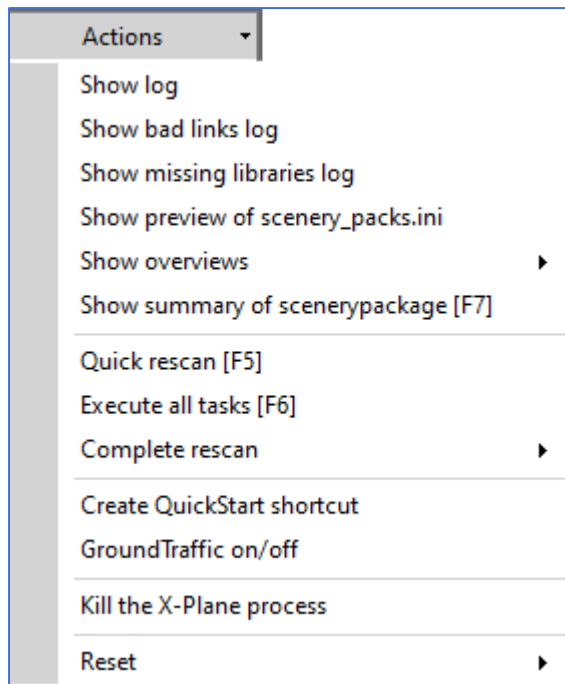


The pop-up will show the current and new version available and offers to open the webpage of the X-Plane org store.

With the automatic check at startup (if enabled), you get the option to be reminded later or to cancel checking.

## 12 Action menu

### 12.1 General



#### *Show log file*

This will open a new window with the log of xOrganizer. The log can sometimes give more information on your X-Plane installation and what xOrganizer encountered.

#### *Show bad links log*

If these were found during the scan they will be shown here.

#### *Show missing libraries*

This is the log made when the missing libraries function was performed.

#### *Show preview of the scenery\_packs.ini*

The content of the scenery\_packs.ini file is shown based on the current profile and states of the packages. It represents the actual scenery\_packsi.ini

that would be saved IF you execute the scenery task by closing xOrganizer, starting X-Plane or pressing F6 with Ini save set to ON.

#### *Show overviews*

These overviews give more insight in:

- Results of the most recent scan (same window as shown after a scan). Only packages that needed reanalyzing are shown.
- Actual versus proposed location for scenery and plugins with an option to reset to the proposed location
- Only for scenery: removed scenery that is still kept in the database until it is permanently deleted (number of days for this period can be set in settings -> Scans and Tasks)

#### *Quick scan xOrganizer*

With this option you can trigger the same scan as performed by xOrganizer at the start, taking into account any changes made to the X-Plane folder in the meantime.

#### *Execute all tasks*

These are the same tasks that would be executed when xOrganizer is closed only with this option you can execute them directly without closing xOrganizer.

#### *Complete rescans*

If a change in a package is not detected by xOrganizer (because the file system date is not changed) you can force a rescan of the complete scenery packages. This is the same scan xOrganizer performs on new installed packages BUT with this scan the location in the scenery order (TreeView) will NOT be changed. See [explanation](#).

If you only want to scan for changes in the version.txt file or scenery plugins you can use the separate option for that.

The plugins/scripts rescan will only result in new results if the XoPluginsRules.txt file is changed or updated. This file in XoData tells xOrganizer where certain plugins should be located. If a subfolder with the name listed is present, xOrganizer will propose to place it there (see plugins section). Otherwise the normal plugin/scripts scan can be used.

The aircraft rescan can be used to force rescanning the content of the acf files, where information like class and type is stored. Normally this rescan will not be needed, because updating this file will result in a change file date (which will trigger xOrganizer to rescan with the normal scan).

#### *Create QuickStart shortcut*

For explanation of this item see [QuickStart X-Plane with predefined profiles](#).

#### *Reset and leave*

The first option resets the screen size, position and scaling.

The 2nd option mainly makes sure that all plugins and scripts in the X-Plane Resources\plugins folder are set to ON (by removing any .xorg extensions) before you stop using xOrganizer. It will also do the same for the GroundTraffic plugins if these were switched off.

## 12.2 Kill the X-Plane process

Sometimes X-Plane does not close completely, which results in Windows reporting that X-Plane is still running (even though this is not visible in the Windows task manager). It is an issue that is frequently reported in the forum (not only in relation with xOrganizer).

If it happens xOrganizer will report that X-Plane is running and log the process ID. There is a setting to tell xOrganizer to ignore this problem, but that setting is more meant for advanced users for instance working on plugins.

If you really did close X-Plane and get the “X-Plane is running” message you can use the menu option to “kill” the X-Plane process. Please do not use this function if X-Plane can be closed in the normal way.

## 13 Launch multiple applications

Instead of simply launching X-Plane you can use XO to launch multiple applications. Here is how.

### Step 1 Create a bat file

- Find the actual locations of the applications you would like to launch. Perhaps you have a shortcut to the application -> open properties to find the location. NB: the location can also be in the Program Files folder.

- Open a simple text editor like Notepad and type (of course with your applications):

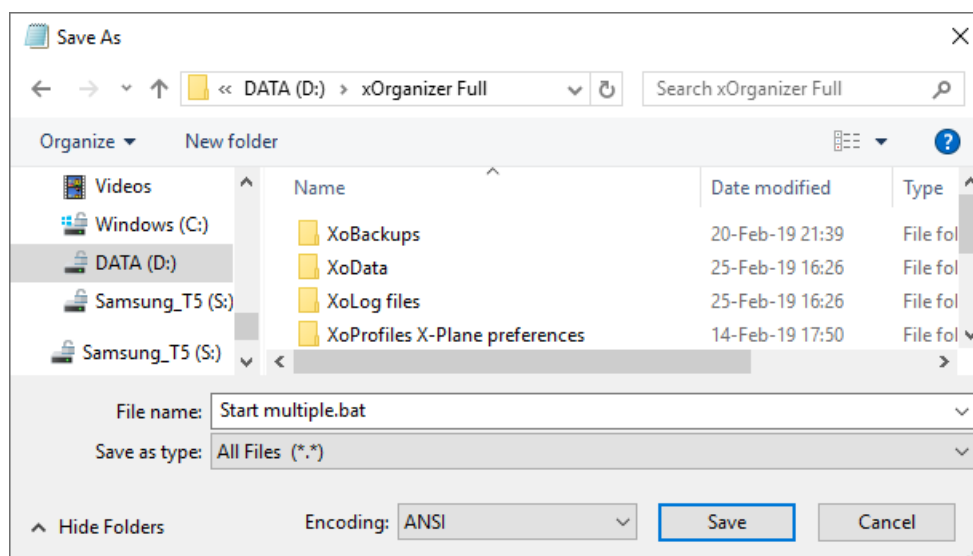
@echo off

```
start "" "D:\Applications portable\Little Navmap\littlenavmap.exe"
```

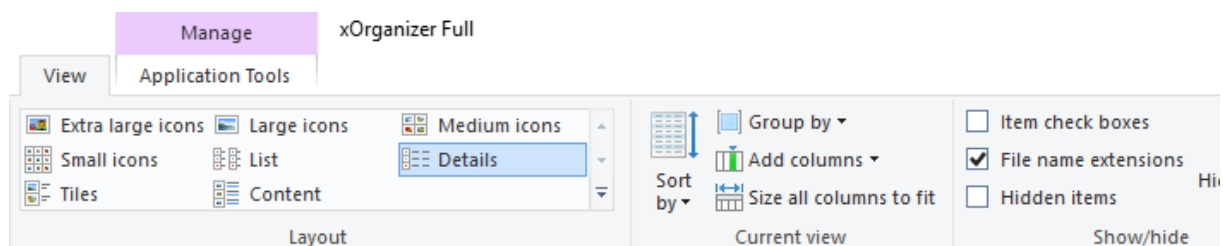
```
start "" "D:\X-Plane\X-Plane 11\X-Plane.exe"
```

Don't forget the double "" at the beginning of the line + the location of your application needs to be in quotes as well. NB: use a double quotes (") and not single quotes (').

- Save the text file BUT give it a .bat extension and NOT a .txt extension:



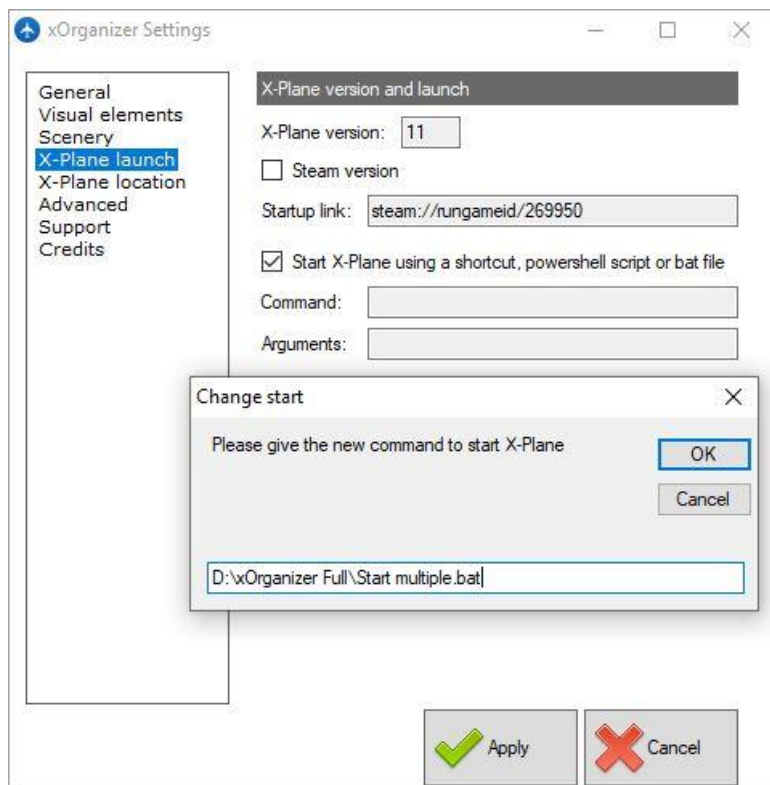
If the extensions are hidden by Windows then make them visible with this checkbox in the Windows Explorer:



Use any location you like, but a good location could be the XO folder.

## Step 2. Open XO

Go to settings -> launch X-Plane and click on the checkbox:



Type the exact path to the new bat file. Leave the 2nd input box empty (can be used for arguments) - > click apply!





## 14 How to solve errors in the X-Plane installation

### 14.1 How to open and read the log

Go to the xOrganizer folder and look for XoLog.txt. Use any simple notepad application to open it. Scroll down until the errors are visible: all errors are marked with **ERR** in the sideline.

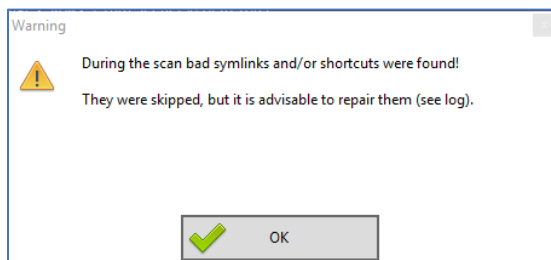
### 14.2 Bad links / shortcuts

Links, like junctions, and shortcuts are pointers: they are not a folder itself but point to the actual location where the real folder can be found. This could be on the same drive or another.

A pointer does not track the real folder. So, if you move the real folder, it points to a location that no longer exists.

**X-Plane just ignores this.** As a result, the package is not loaded at all.

Each time xOrganizer starts, it checks all links and shortcuts (even all folder paths) and reports if a bad link or shortcut is found:



*What will you see in the log?*

**Bad link (junction):**

```
ERR CheckFolderPath: folder/symlink invalid C:\X-Plane 11\Custom Scenery\FAOR with static tdg | Error: System.IO.DirectoryNotFoundException: Could not find a part of the path 'C:\X-Plane 11\Custom Scenery\FAOR with static tdg'. at System.IO.__Error.WinIOError(Int32 errorCode, String maybeFullPath) at System.IO.FileSystemEnumerableIterator`1.CommonInit() at System.IO.FileSystemEnumerableIterator`1..ctor(String path, String originalUserPath, String searchPattern, SearchOption searchOption, SearchResultHandler`1 resultHandler, Boolean checkHost) at System.IO.Directory.GetDirectories(String path, String searchPattern) at xOrganizer.ScanScenery.CheckFolderPath(String Folder)
```

**Bad shortcut:**

```
ERR GetTargetPath: shortcut invalid C:\X-Plane 11\Custom Scenery\zOrtho4XP_+04-002 - Shortcut.lnk | Error: System.IO.DirectoryNotFoundException: Could not find a part of the path 'X:\Downloads\Sceneries\Ortho4XP\Tiles\zOrtho4XP_+04-002'. at System.IO.__Error.WinIOError(Int32 errorCode, String maybeFullPath) at System.IO.File.GetAttributes(String path) at xOrganizer.ScanScenery.GetTargetPath(String Shortcut, String ReturnTargetPath)
```

*How can you fix this?*

Simple! Just delete the bad link or shortcut and create a new one.

*Why can't xOrganizer fix it for me?*

The answer is also simple: because it does not know where you moved the real package and letting xOrganizer scan all your drives to find it could be a timely matter.

### 14.3 Locked files

Running xOrganizer while X-Plane is running is possible but in some cases a conflict could arise, when both are trying to access a file. An example could be the scenery\_packs.ini file:

```
ERR ManageIniBackups: System.IO.IOException: The process cannot access the file because it is being used by another process. at System.IO.  
__Error.WinIOError(Int32 errorCode, String maybeFullPath) at System.IO.__Error.WinIOError() at System.IO.File.InternalMove(String so  
urceFileName, String destFileName, Boolean checkHost) at System.IO.File.Move(String sourceFileName, String destFileName) at xOrganiz  
er.XoStartExit.ManageIniBackups() in D:\VS xOrganizer\xOrganizer 2.0\xOrganizer\XoStartExit.vb:line 1700
```

NB: the new version of xOrganizer checks if X-Plane is running to prevent most (but maybe not all) conflicts like these.

*How can you fix this?*

If X-Plane was running: just try again later when you quit X-Plane.

In some cases when an application does not end properly a lock can remain active. The simplest way to solve this is to restart the PC. This should release all locked files.

## 14.4 Access denied to directory

If xOrganizer asks for a list of files in a directory, Windows checks if it has the right to access that folder. At startup xOrganizer checks if it has read and write access to the X-Plane directory, so it is strange if access is denied to some subdirectory. But apparently it happens occasionally and if the rights were really mixed up in these cases is often unclear.

In this example where I removed all rights for the AviTab folder, the xOrganizer log shows:

```
ERR SearchAllOnOrOff: System.UnauthorizedAccessException: Access to the path 'D:\X-Plane\XO Test X-Plane 11\Resources\plugins\AviTab' is den  
ied. at System.IO.__Error.WinIOError(Int32 errorCode, String maybeFullPath) at System.IO.FileSystemEnumerableIterator`1.CommonInit()  
at System.IO.FileSystemEnumerableIterator`1..ctor(String path, String originalUserPath, String searchPattern, SearchOption searchOpti  
on, SearchResultHandler`1 resultHandler, Boolean checkHost) at System.IO.Directory.GetFiles(String path, String searchPattern, SearchO  
ption searchOption) at xOrganizer.Mainform.SearchAllOnOrOff(String Folder, Int32 TypeLevel) in D:\VS xOrganizer\xOrganizer 2.0\xOrgan  
izer\2 Plugins.vb:line 388
```

NB: X-Plane just ignores this problem and shows nothing in its log!

*How can you fix this?*

First of all: as explained above this **should normally never happen** and cases that this error is reported are rare. So, if these kinds of errors never happened before and start happening more than once, please keep in mind that there might be something wrong with your Windows installation or the health of your hard drive.

Also please understand that these kinds of problems are **not xOrganizer or X-Plane related** and it is impossible to tell the cause based on the logs of these. The Windows system logs should help, but these require some knowledge to read.

*OK, but how to fix this anyway?*

First try the simple fixes:

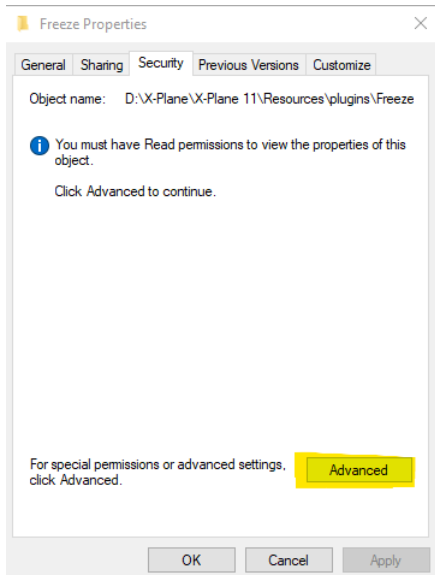
- Try again
- Restart your pc
- Try to reinstall the folder

If it is really an access rights error this will not help, but it takes little effort to try.

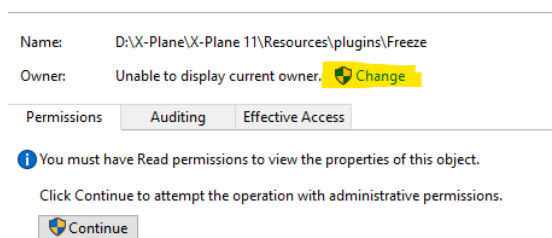
OK, access rights: how can you fix these?

First check if access is denied if you try to open the directory with the Windows explorer. If this works without giving permission as an administrator, you should try again with xOrganizer.

If access is also denied with the explorer, you could try these steps. Go to the folder and click on properties (right mouse click).

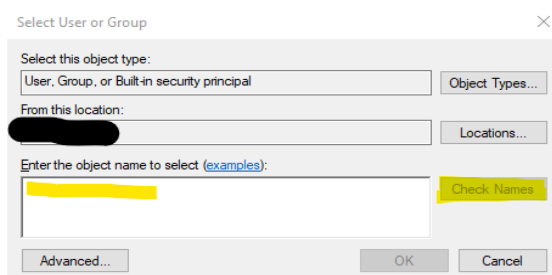


Go to the security tab and click advanced.

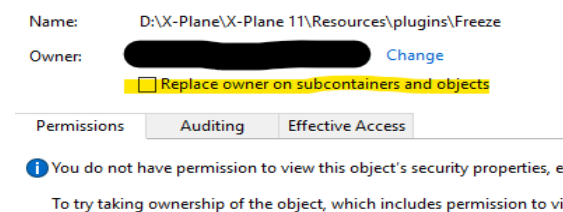


Now click Change

You could also try to click continue with administrative permissions



In the next window type your user name and click Check Names and OK.



Now you should be owner of the folder again -> check the box Replace owner etc. Click OK.

After these steps you (and therefore xOrganizer and X-Plane) should have full access to the folder again.