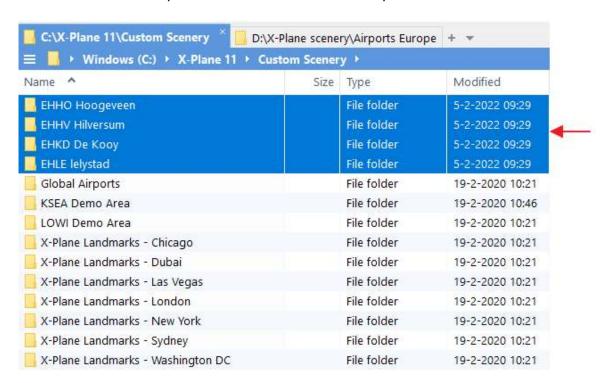
xToolbox: how to link scenery

In this example we have X-Plane installed on drive C and we want to move scenery to drive D.

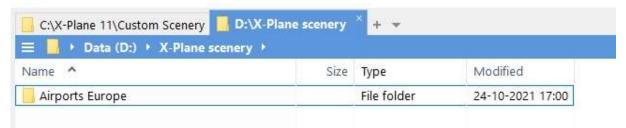
Preparation: moving scenery packages to drive D

When we start all scenery is still stored in the Custom Scenery folder on drive C:

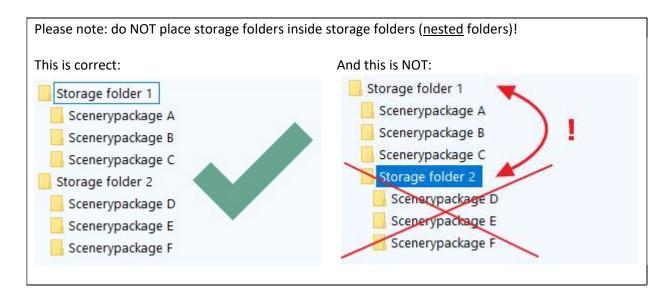


We want to move the blue selected scenery packages to drive D. Always leave the default X-Plane scenery in the Custom Scenery folder -> this way you will never have problems when X-Plane is updated.

1. Create a storage folder on drive D

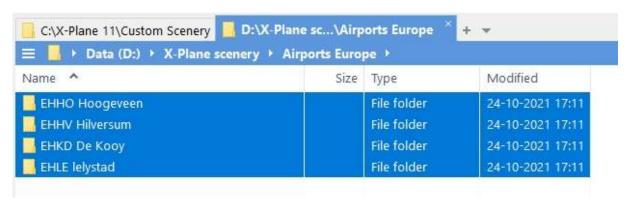


On drive D we create a storage folder (here: Airports Europe) for the scenery packages. It is advisable to create several storage folders to better organize your scenery. Think of a separate folders for libraries, photo scenery etc.



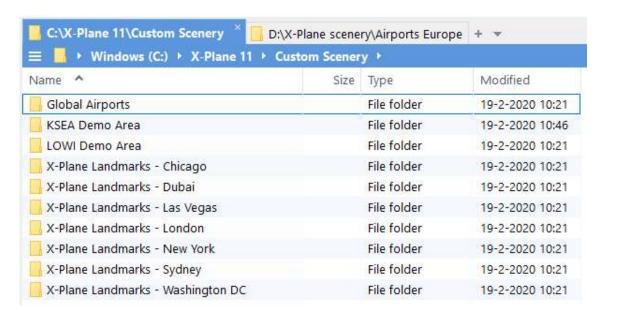
2. Copy the scenery

<u>Copy the selected scenery</u> to the new storage folder. Do not use move! If the move operation somehow fails it is sometimes difficult to restore the original file structure!



All scenery packages are now located in the storage folder.

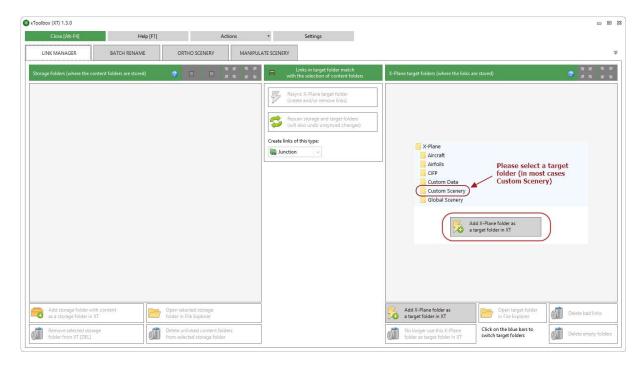
The copy operation succeeded, so <u>now delete</u> the copied scenery packages. The Custom Scenery folder of X-Plane now only contains the default scenery (in this example):



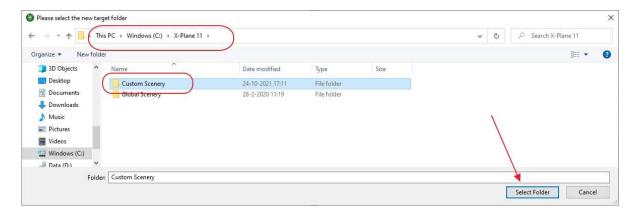
Preparation in xToolbox

1. Add Custom Scenery as target folder

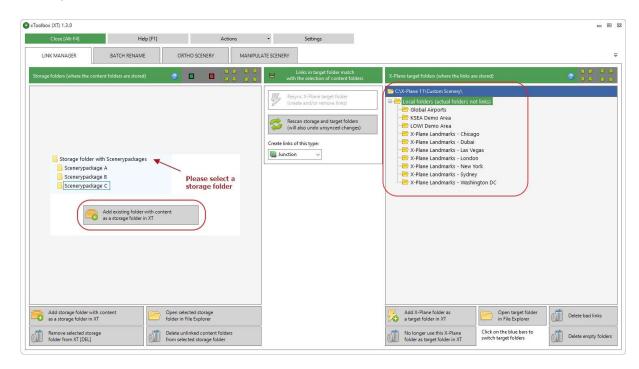
We now have to tell xToolbox where the links need to be stored. Here we want this to be the Custom Scenery folder on drive C -> Click on the "Add X-Plane folder as target folder" button:



Select the Custom Scenery folder and not the X-Plane folder itself:

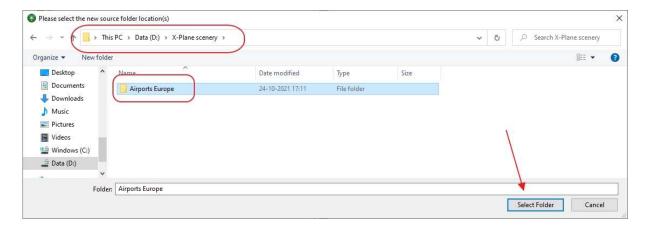


On the right side you will now see the Custom Scenery folder with the local folders (the default scenery we left behind there):

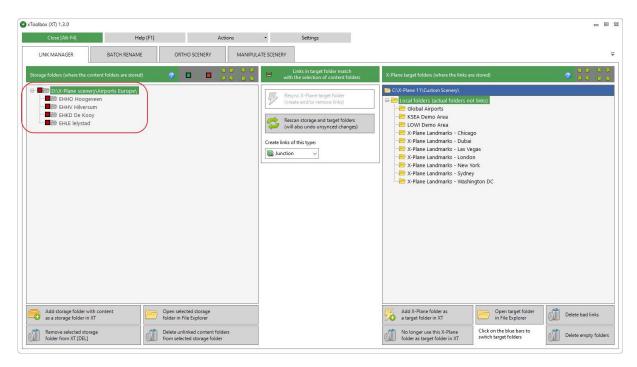


2. Add the new storage folder

Click on the "Add storage folder" button on the right side and select the Airports Europe folder:



On the left you now see the storage folder with the scenery packages we moved. All the checkboxes are red, meaning that the scenery packages are currently not linked to the Custom Scenery folder:

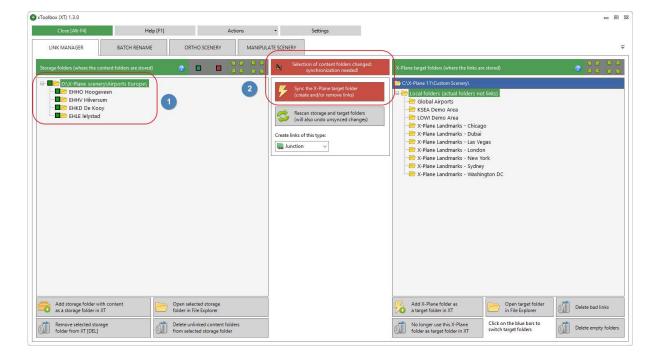


Using xToolbox to link and unlink scenery packages

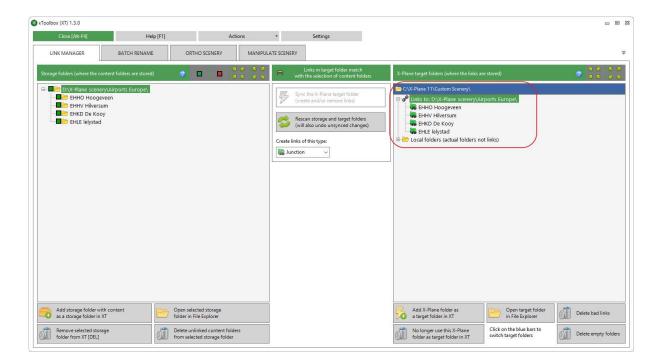
1. Create links (link)

Click on the checkbox of any storage folder or individual scenery package on the left side to enable it. The checkboxes will turn green (1).

Note that the Sync button and the label above it turn red! This means that you changed the selection on the left side, but that these changes are not yet made (synced) on the right side!

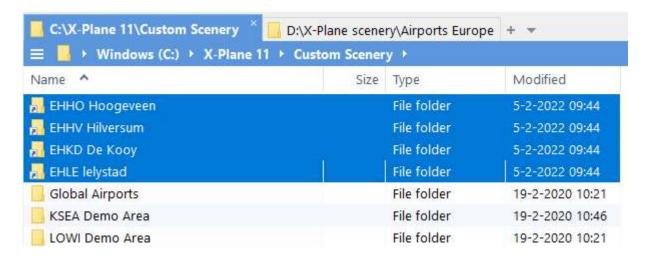


Click on "Sync the X-Plane target folder" button (see previous image: the blue 2) to create the links. By default junctions will be used: see the manual for the pros and cons of the different types of links:



On the right side you now see the links that are created in the Custom Scenery folder. The Sync button is grayed out again and the label above is green, indicating that all selections on the left side are "in sync" with the target folder.

If we now open the Custom Scenery folder, you can see that the new links are indeed created:

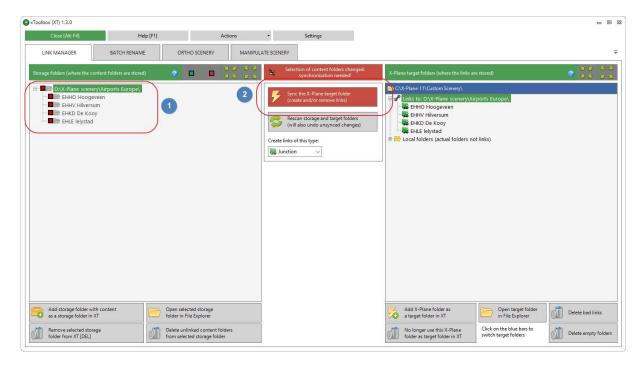


The small arrow in the folder icon means that it is a link(*). If you double click on it, you will be redirected to the actual folder on drive D.

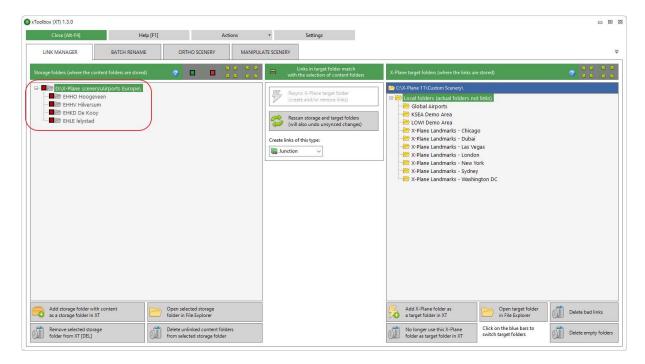
^(*) Sometimes Windows does not show the small arrow but a normal folder icon. This is not a xToolbox issue, but caused by a limit on the amount of icon overlays in the Windows registry. If you want to know more about this, please refer to this page on the 4xplane website (scroll down to the bottom): https://www.4xplane.nl/tips-tricks/creating-links/creating-links-with-the-shell-extension/

2. Delete links (unlink)

Deleting links is simple: deselect any storage folder or individual scenery package on the left side that you want to "unlink" (1). Then click on the "Sync the X-Plane target folder" button (2):



The links in the target folder (Custom Scenery) will be deleted and the situation of step 5 is back:



Conclusion

As you see, creating and deleting links with xToolbox is easy. With a few clicks you can link all your scenery (or just a part of it) OR unlink everything and create a vanilla / default X-Plane installation.

Repeat the steps to create as many storage folders as you need (but don't nest them!).