

STEVEFX

DX10 Scenery Fixer v2.5

Read Me First

Support

Email: stevefsx@yahoo.co.uk

Blog: <http://stevefsxanalysis.wordpress.com/2012/07/>

Support: <http://forum.avsim.net/forum/644-the-official-dx10-scenery-fixer-support-forum/>

General DX10 Advice and Guides

AVSIM: DX10 Discussion Form

<http://forum.avsim.net/forum/569-dx-10-discussions-hints-and-help/>

NZFSIM: Home of DX10 How To Guide

<http://www.nzfsim.org/>

SIM Outhouse: DX10 Forum

<http://www.sim-outhouse.com/sohforums/forumdisplay.php?92-DX10>

Initial Installation

Before you start I strongly recommend that you check that the DX10 preview mode is currently working in your FSX installation. There are various tweaks that are known to break it and if you install this product without first testing then you may unfairly blame it.

How To Guides

There are guides available from some of the websites linked above which may assist you in the transition to DX10.

Initial Setup

The product installation just unwraps the product and places it onto your computer. It does not at this point made any changes to FSX. To actually get the product to work you need to confirm the location of FSX and then install the product libraries into FSX.

Launch the product installer and follow the instructions to enter your Flight Sim Store validation details.

Before You Begin

It is always wise to first take a backup of your fsx.cfg and export your GPU driver profile – e.g as a Nvidia Inspector nip file.

If you have previously installed my DX10 patches then the installer will detect this and handle it all for you, there is no need to uninstall these patches.

A few people have experienced installation problems because their system bitmaps have been converted into dds files.

There are only two bitmaps of significance to DX10SceneryFixer

<FSX DIR>\bkg.bmp

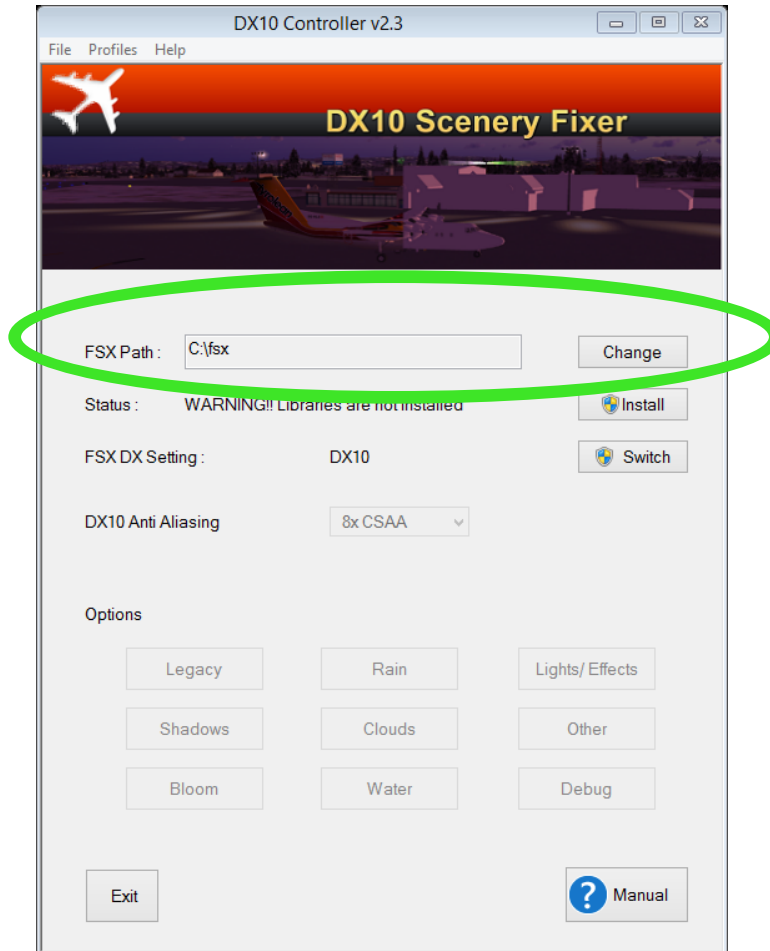
<FSX DIR>\Texture\envmap.bmp.

Currently you must restore the originals before the installation can proceed. If you do not do this then the installation will abort with a message explaining the issue.

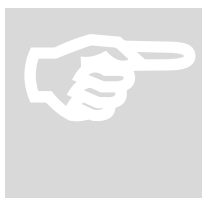
Step 1 Setting FSX Path

Run DX10Controller for the first time. This can be found in the installation directory that you selected and on the desktop and also in the Windows Start menu listed under **SteveFSX**.

Most of the features are disabled until you install the libraries. All that you can initially do is view this manual, switch between DX9 and DX10 and install the libraries.

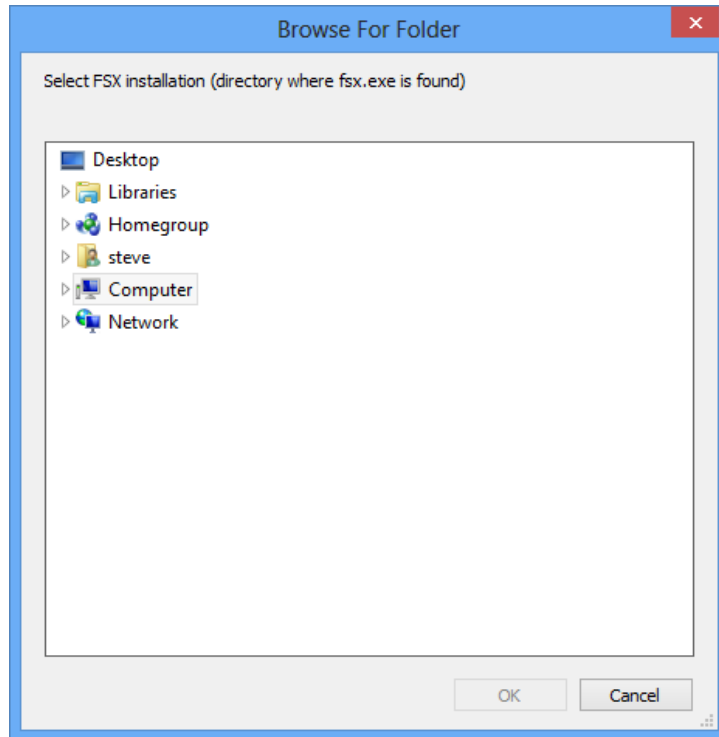


The product attempts to find where FSX is installed by examining the registry. In rare circumstances it may not be able to find a value or the value shown may be incorrect.



Before doing anything further you must therefore check that the value shown is correct.

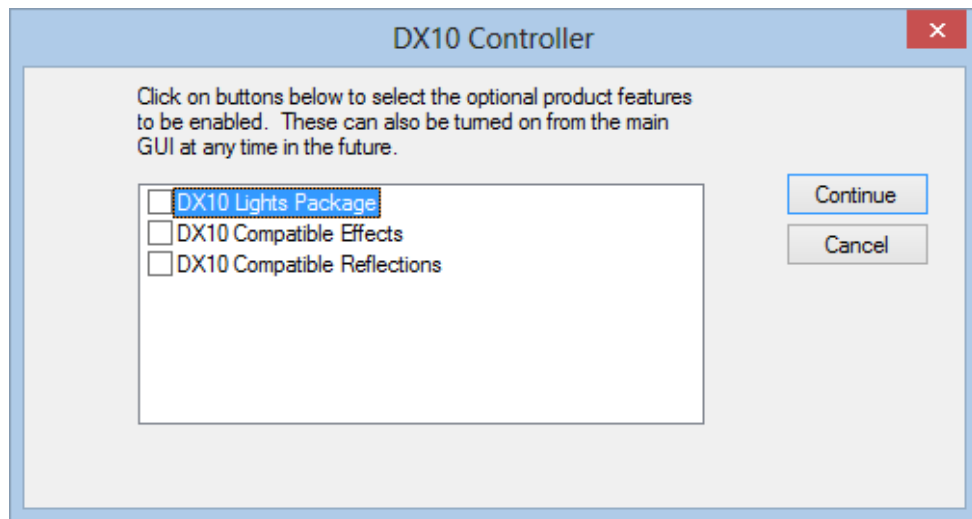
If the location cannot be determined for any reason or is incorrect then select the **Change** button. This will bring up a browse dialog for you to identify the root directory of you FSX installation (I.e. the directory that contains fsx.exe)



Step 2 Library Installation

The next step is to install the libraries. Select the **Install** button located near the top right to do this. This will ask for your administrator password if necessary.

You will then be given the option to select optional product features. The default is to just install the libraries which minimises changes to your FSX installation. I recommend selecting all three options – note that of course any changes are reversed out if you uninstall.



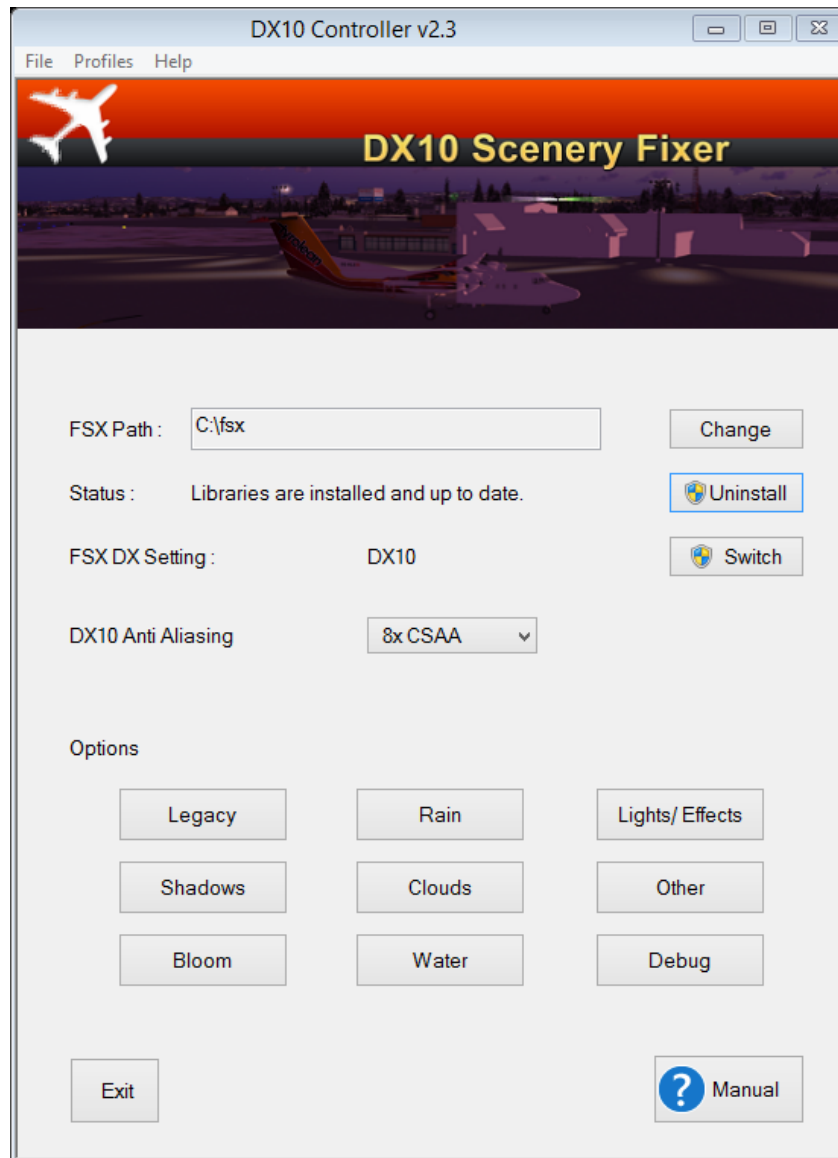
The additional options available are

1. DX10 Lights Package. A collection of modified navigation lights that work with the default aircraft in DX10. Installing this should address the long range visibility of AI aircraft which were previously reduced by the Effects modifications. There is no option to install this package separately from the library installation.
2. DX10 Effects. Converts all effects to appear in DX10 – see Chapter 9 for more details. If this is used with the DX10 Lights Package then it applies to the remainder of light effects excluding navigation lights.
3. DX10 Reflections – allows legacy aircraft to have reflections see Chapter 7.

The last two options can be turned on and off at any time from the DX10 Controller GUI.

If the reflections option is not shown then this is because your system envmap.bmp file has been modified in some way.

When the installation is complete all the features of the Controller GUI will be unlocked. Note that if FSX is in DX9 mode then the DX10 options will remain disabled until you use the option to **Switch to DX10**.



Note that the button at the top right is now labeled **Uninstall**. The features of the controller tool are described in the subsequent chapters.

**Warning!**

Although DX10 Scenery Fixer works if installed over a previous installation of my freeware DX10 shader patches, you should **not** install the freeware shader patches **after** DX10 Scenery Fixer has been installed as this may cause issues.

Library Uninstallation

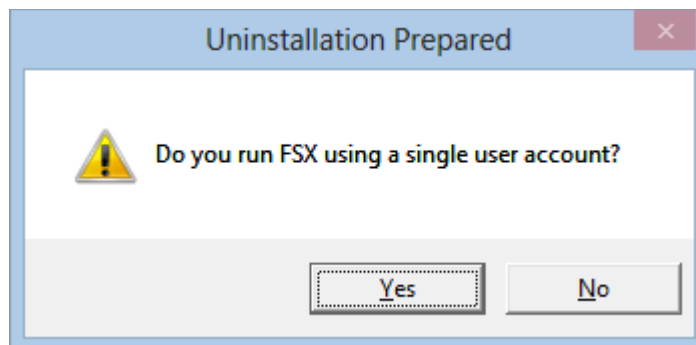
The uninstallation process is the reverse of the above.

**Warning!**

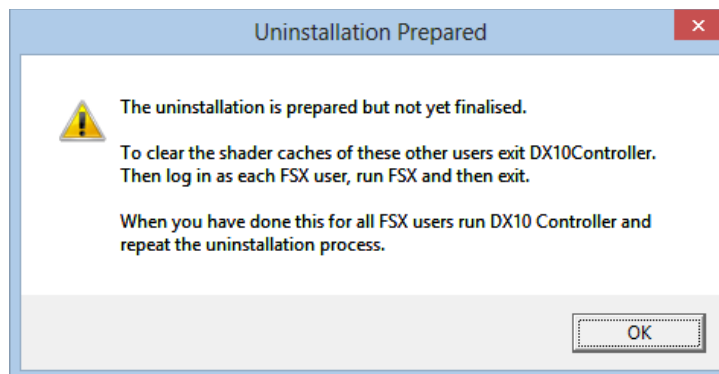
FSX must **not** be running during the uninstallation process as the library files will be locked in use. Failure to do this could leave FSX in a non- working state.

Step 1 Select Uninstall.

Step 2 You will be prompted as follows



If you run FSX as a single user answer Yes and you are done. Otherwise if you answer No you will see the following.



Step 3 Follow the instructions and run FSX for each other user.

Step 4 Finally run DX10Controller and select Uninstall a second time.



Note:

If you follow this process then DX10 Scenery Fixer will fully restore your Flight Simulator Installation to its original state. See notes on Effects in Chapter 9.

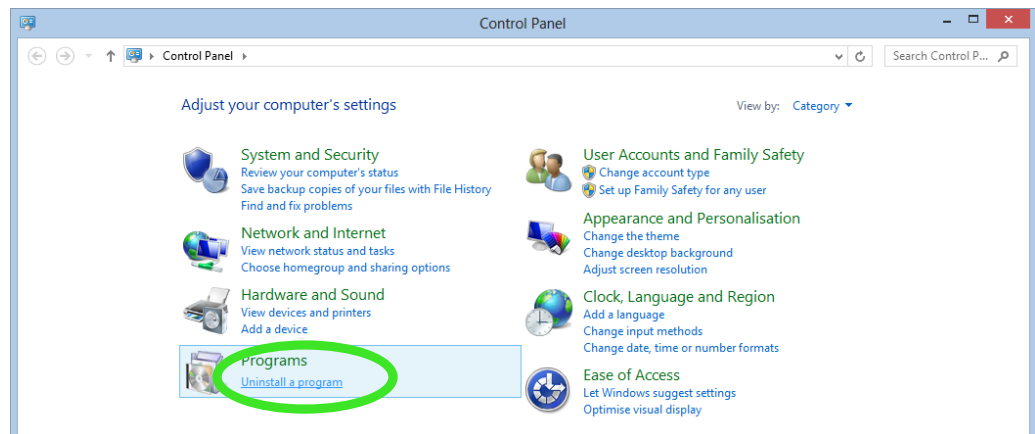
If it Goes Wrong

If you forget one of the steps above then simply reinstall and follow the uninstallation process carefully in sequence.

Uninstallation

To uninstall, first follow the Library uninstallation process described in Chapter 3.

Then open the Windows Control Panel option **Uninstall a Program** then select either DX10SceneryFixer or SteveFX DX10SceneryFixer from the list it presents. The former is for the MSI installer and the latter for the Flight Sim Store wrapper.



If you have no intention of reinstalling then delete any LightFields BGL files that you have added to your scenery.

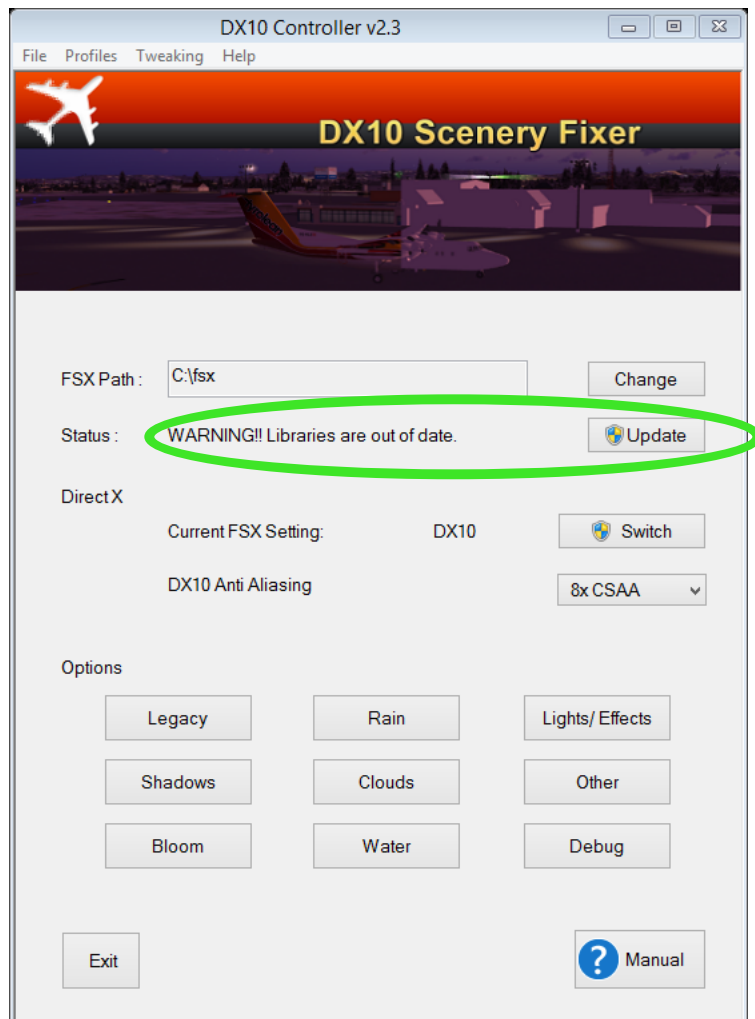
Product Updates

If an additional version of DX10Scenery Fixer is produced then you will be notified as follows:

- By a post on my blog <http://stevesfsxanalysis.wordpress.com/>
- By an email from the Flight Sim Store (assuming that you requested the notification option). This will be sent within a week of the new version being available.

The recommended update procedure if updating from version 2.3 or a later version is as follows:

1. Download the new version from your Flight Sim Store account.
2. Launch the downloaded FSS Installer for the new version and follow the instructions, reentering your key if necessary.
3. Launch DX10 Controller which will notify you that the libraries are out of date – and ask you to update them

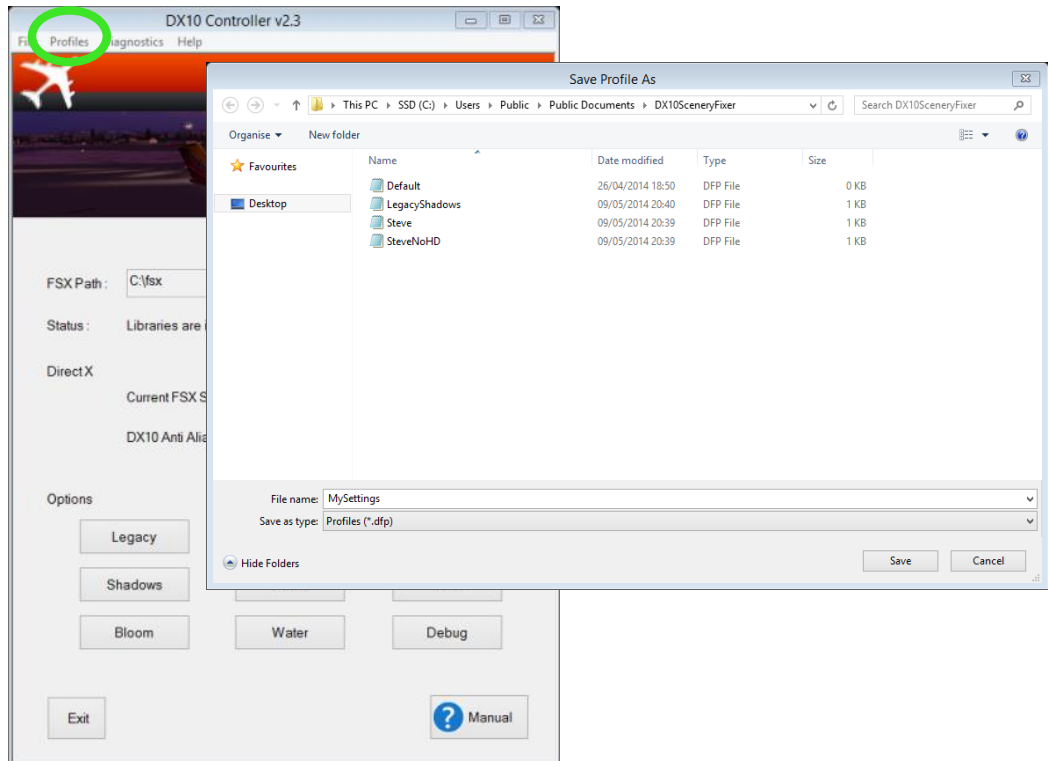


4. Read the Manual!

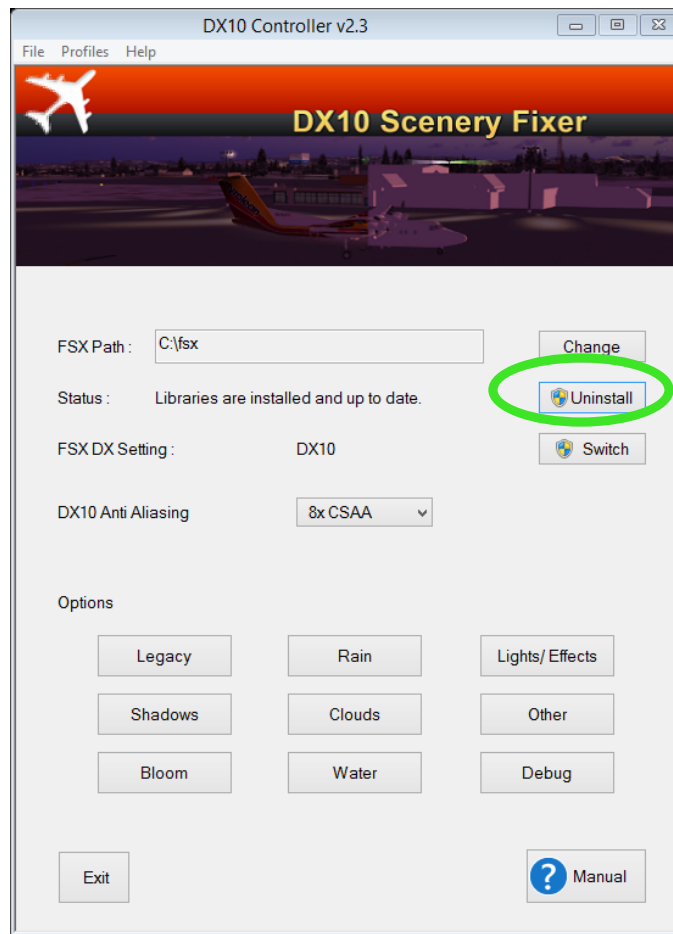
With the new update procedure all your settings will be retained.

The recommended procedure if updating a version prior to 2.3 is as follows:

1. Download the new version from your Flight Sim Store account.
2. (Optional) Save your current settings as a profile – e.g MySettings

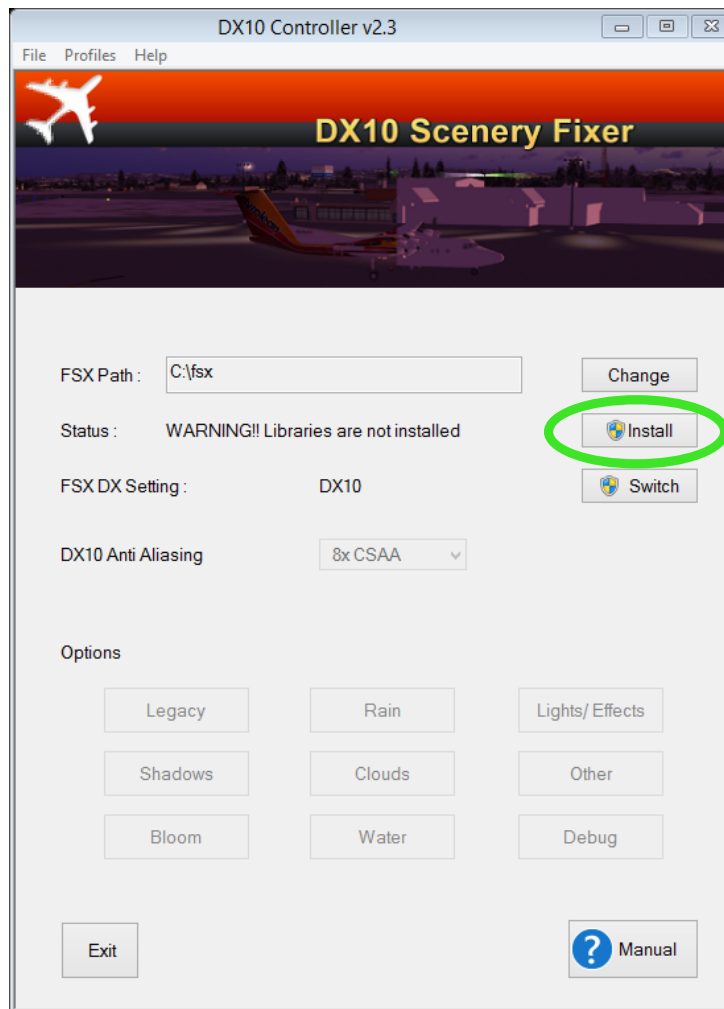


3. Uninstall the libraries using the option in DX10Controller



4. Launch the downloaded FSS Installer for the new version and follow the instructions, re-entering your key if necessary.

5. Launch DX10 Controller and Install the libraries



6. (Optional) reload the settings you saved in Step 2
7. Read the Manual!