

System Requirements for the X-System

Minimum System Requirements:

	X-Plane 5.52	X-Plane Classic
Windows CPU	Pentium 300	Pentium 150
Macintosh CPU	Power Mac 200	Power Mac 100
RAM	96 MB	32 MB
Disk Space	80 MB	20 MB
CD ROM	2x	2x
Video	Open GL Compatible with at least 8 MB of Video Memory (VRAM)	Any
Monitor	800x600	800x600
Joystick/Yoke	Optional	Optional

The Lowdown:

X-Plane 5.52 is a 3-D accelerated program, which means that it needs a decent CPU and a 3-D accelerator card to run. 3-D accelerator cards are designed specifically to do high-speed graphics, so they work many times faster than your CPU ever could. The three languages of 3-D accelerator cards are OpenGL, Direct-3D, and Glide.

X-Plane Classic is an older version of X-Plane that does not have the modern 3-D graphics, so does NOT require a 3-D card with OpenGL. Both X-Plane 5.52 and Classic come on your X-Plane CD, so you can use version Classic now if you have an older machine, and switch to version 5.52 later when you upgrade machines or get an OpenGL 3-D accelerator card.

The faster your CPU, the better the frame-rate, so get a fast Pentium or Power-Mac if possible. Pentiums are OK, Pentium-II's are nicer, Pentium -III's are great.

In the Mac world, Power-Mac's are nice, G-3's are really nice, and G-4's rock incredibly. I-Macs with the Rage-PRO cards are OK, and I-Macs with the Rage-128 cards are great!

X-Plane will be better if you install speech synthesis on your machine. This will give verbal Air Traffic Control!

Windows Users:

Get speech synthesis: **Microsoft Speech Engine (40 meg!)** (<ftp://ftp.prisidian.net/links/microsoftspeech4.exe>)

Mac Users:

Install the Apple Speech Manager, using the apple system installer on your system CD...you can opt to install the speech manager ONLY.

Check our website for news on the latest and recommended graphics cards, and use X-Plane CLASSIC if you do not have a required 3-D card.

Some remarks about peripherals

On Apple systems you can use any joystick you like with X-Plane 5.52, or stick to *CH-Products*, *Gravis*, or *Thrust-Master* joysticks if you are using X-Plane CLASSIC. If you have no joysticks then you can simply fly with the mouse (click in the center of the windshield) or keyboard (using the numeric keypad).

On Windows you can use any joystick, yoke, or rudder pedals that you can calibrate in Windows. (On your desktop, go to "**My Computer**" / "**Control Panel**" / "**Game Controllers**" to calibrate your joystick).

You can also use the "Fly-It" instrument panel if you want a panel for your PC. Call *Fly-It* at 760434-1940 or see: www.flyit.com.

For helicopter controls, *Flight-Link* makes a cyclic stick and collective control, and can be reached at 530-891-4987 or www.flight-link.com.

For throttle quadrants, *Flight-Link* makes one that works with X-Plane, and can be reached at 530-891-4987 and www.flight-link.com.

For a hydraulic chair that pitches and rolls as the aircraft does in X-Plane, check out www.tvcknride.com.

This is what you'll see on your X-Plane CD. (Windows users will see the same files but in different orientation).

Installation

Windows Users:

Insert the CD into your CD ROM drive and choose one of the following install options to install X-Plane.

1. If your CD ROM drive has AutoPlay enabled, the launch screen will appear automatically. Click install and follow the on-screen installation instructions.
2. If AutoPlay is not enabled, double-click on the "**My Computer**" icon on your desktop. Double-click on the CD ROM drive icon. Double click on "**Setup**" icon. Click install and follow the on-screen installation instructions.
3. You may also install X-Plane directly from the self-extracting executable files on the CD. Double-click on the "**My Computer**" icon on your desktop. Double-click on the CD ROM drive icon. Double-click on either the "**X-Plane 552 Windows**" icon or the "**X-Plane Classic Windows**" icon. The version you choose to install will be based on your system. Please read the **System Requirements** for more information. These files will automatically extract to their own directories on the hard drive you choose.

Macintosh Users:

Just **double-click** on the file on the CD for the appropriate version of **X-Plane**. The version you choose to install will be based on your system. Please read the **System Requirements** for more information. When asked what directory to extract the file to, simply choose the hard drive of your computer or wherever you want X-Plane to be installed.

Macintosh and Windows users:

If you are running X-Plane 5.52 and experience a crash at runtime, you probably need *up-to-date drivers* for your video card. Go to the website of the manufacturer of your video card, and follow the instructions carefully for installing their latest drivers. The driver that came with your video card is probably obsolete already (because of the high advance time on production).

The *latest version* of Microsoft *Direct-X* at www.microsoft.com is also a common solution for PC users.

Do not change the names of the "**additional nav data**" folder or the folders within it. Ditto this on the "**airfoils**", "**flaps**", "**planes**", "**bitmaps**", "**textures**", and "**sounds**" folders. X-Plane needs these folders to get to it's scenery, graphics, airplanes, and sounds.

The "**additional nav data**" folder contains ".env" files, (scenery files), "**apt.dat**" (airport data), "**nav.dat**" (NAVAID data) and "**fix.dat**" (fix data) files, as well as any custom objects and textures. Most of the scenery for the world is on the X-Plane CD in the form of thousands of ".env" files, but any ".env" files in the "**additional nav data**" folder overrides the data on the CD. This allows you have your own custom-edited scenery that overrides the default scenery on the CD.

World-Maker will allow you to edit scenery, and the scenery files that you edit will be in the "**additional nav data**" folder where they can over-ride the standard scenery on the CD.

Part-Maker will allow you to create and edit airfoils and flaps, which sit in the "**airfoils**" and "**flaps**" folders.

Plane-Maker will allow you to create and edit airplanes and helos, which sit in the "**planes**" folder.

Note: X-Plane reads **scenery data** from the CD-ROM periodically as you fly and checks the disk for copy protection. You must therefore leave the X-Plane CD in your CD ROM drive. Removing the CD will put X-Plane in demo mode!

YOUR FIRST FLIGHT

Windows Users

Click on the "**Start**" button in your Windows toolbar. Select "**Programs**" / "**X-Plane**" / "**X-Plane 552**" or "**X-Plane Classic**" (Depending on the version you installed.)

Macintosh Users

Double-click on the "**X-Plane**" icon on your hard drive, thus launching X-Plane. X-Plane will be in your "**X-System**" folder, which is wherever you just extracted it to.

Quick Flight

X-Plane begins with a "**Quick Flight Options**" window. From this menu you can set your weather options, choose your airport as well as your aircraft. For this demonstration, choose the default Cessna 172 which is spinning in the menu. After you have made your option selections, click "**Go To This Airport Now**".

Wait until you are settled on the runway in a Cessna 172.

Disengage the brakes. (Click the red brake button.)

Operate the throttle with the mouse or joystick. You can configure your joystick in the "**Settings**" "**Joystick Axis...**" and "**Hardware & Flight Mode**" menus. (The throttle is the gray knob on the lower-right... drag it up all the way to go to full power.)

Pull the joystick lightly to rotate and take-off at about 60 knots.

Upon reaching 3,000 feet or so throttle back to 75%.

Fly the plane for a few minutes with the joystick.

Now you can fly the simulator.

Select "**Quit**" from the "**File Menu**".

Open "**Plane-Maker**". Plane-Maker is located in the same location where you found X-Plane. Go to the "**File**" menu and select "**Open**". Select the Cessna 172 from the "**General Aviation**" folder. Select "**Wing 1**" from the "**Design**" menu. Reduce the length a bit, and/or make any other changes you want. Select "**Save As**" from the "**File**" menu. Type in "**Modified Skyhawk**" for your new modified airplane after backspacing over the earlier name and press Return.

Now you know how to edit your own airplane designs.

Select "**Quit**" from the "**File**" menu.

Open "**X-Plane**" again.

Select "**Open Aircraft**" from the "**File**" menu.

Choose the airplane that you just saved in Plane-Maker.

Fly it. (If you still can!)

Now you are an aircraft designer and test pilot!

Note:

Don't ever change the name of the "**Airfoils**", or "**Flaps**" folders! Always keep your airfoils and flaps inside these folders.