Lorby Flashlight Documentation

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1. Overview

The Lorby-SI Flashlight is a simple application that places a flashlight into your virtual cockpit. Two different types of light (flood and spot) and light color (white and red) are avaliable.

Lorby Flashlight is only compatible with P3D 4.0 or later.

To use Lorby Flashlight you must have activated the dynamic lighting feature in P3D

2. Installation

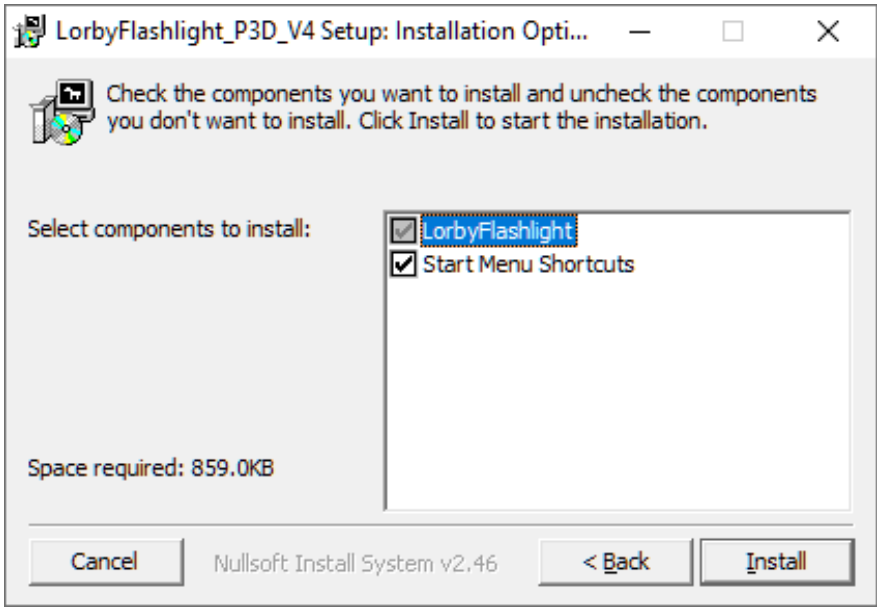
2.1 Distribution

Lorby Flashlight is distributed as a self-extracting installer package.

2.2 Installation

- Please use the installer intended for your sim:
  - Prepar3D V4.x: *LorbyFlashlight_Install_P3D_V4.exe*
  - Prepar3D V5.x: *LorbyFlashlight_Install_P3D_V5.exe*

Running the installer:



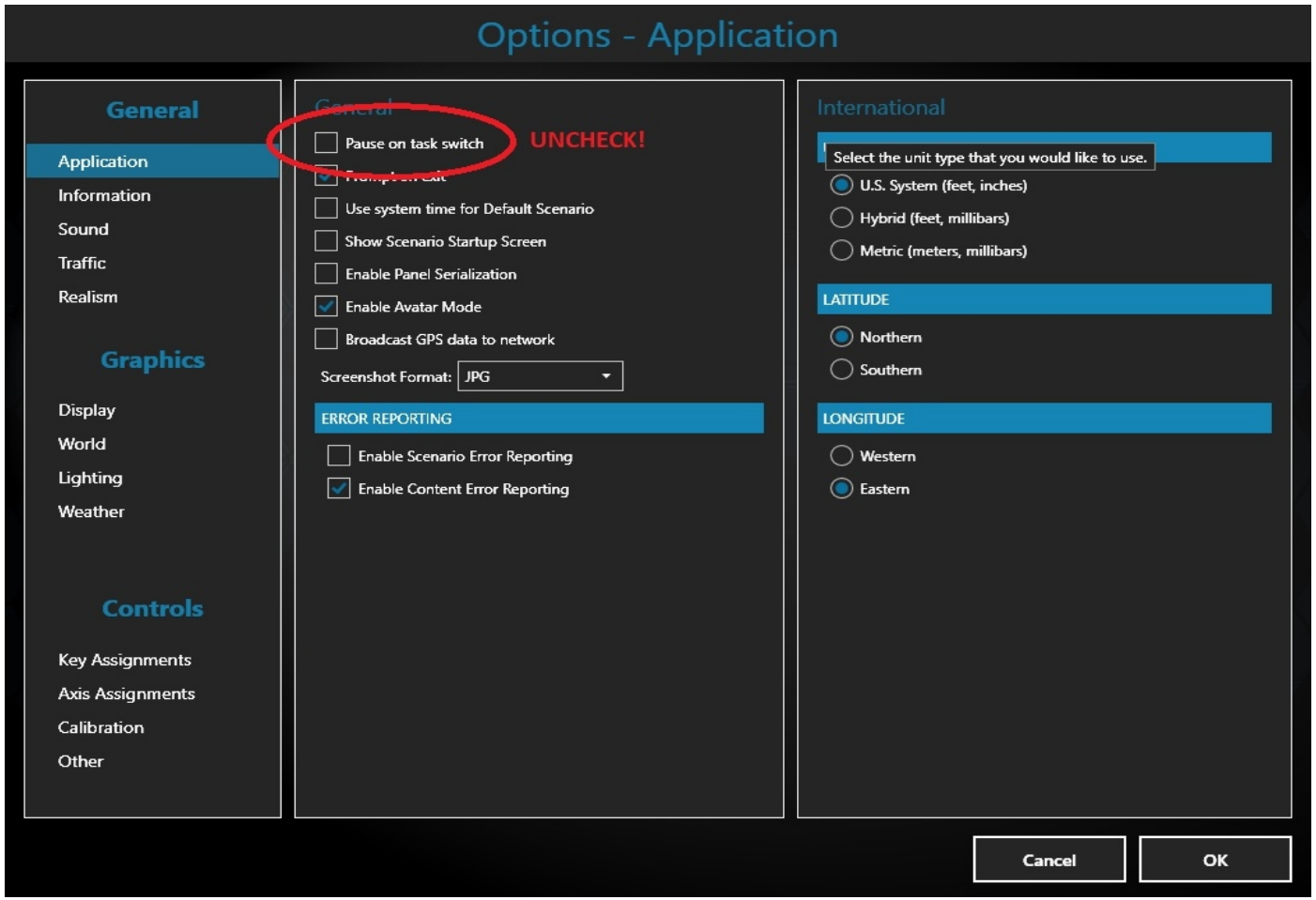
On the first page you may select optional installation targets:

- "Start Menu Shortcuts": Lorby Flashlight will be added to your Start Menu (advised)
- Selecting "Install" will begin the installation

The app is installed here:
C:\Users\...\Documents\Prepar3D v4 Add-ons\Lorby-SI LorbyFlashlight_P3D_V4
C:\Users\...\Documents\Prepar3D v5 Add-ons\Lorby-SI LorbyFlashlight_P3D_V5

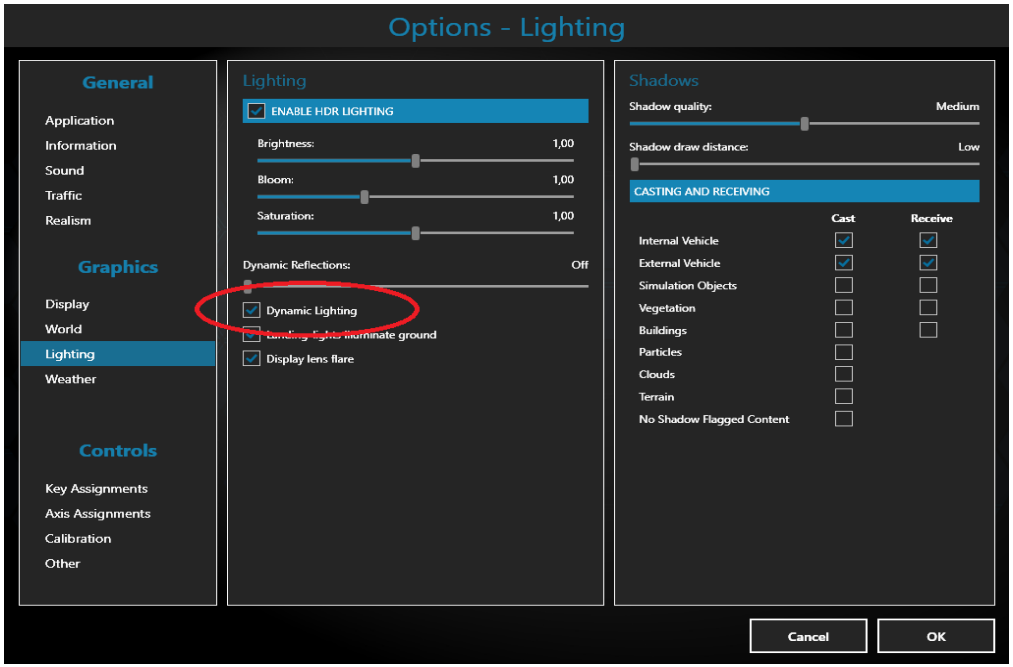
2.3 Pause on task switch

Lorby Flashlight is an external process. When you want to operate it from its own GUI, you must disable “Pause on task switch” in P3D.



2.4 Dynamic lighting

It is required that dynamic lighting is active in the simulator:



2.5 SimConnect

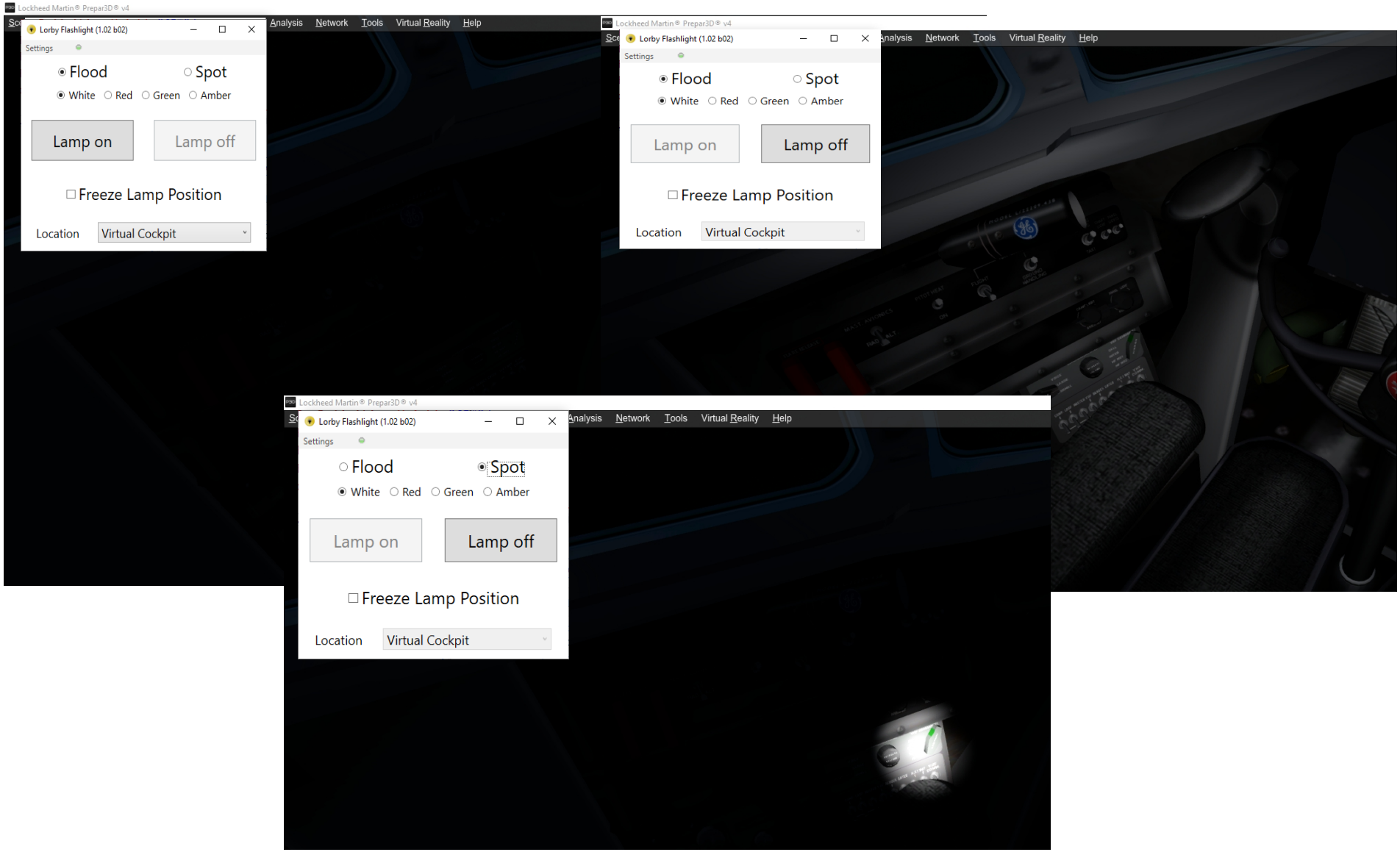
Lorby Flashlight relies on SimConnect being installed correctly on your computer. SimConnect is a part of P3D and it is set up automatically when you first install the simulator. No further installations are required.

3. Operations

3.1 Starting the application

- Start your simulator
- By default Lorby Flashlight is configured to start automatically with your simulator and then minimizes to the system tray
- The app will connect automatically to your sim.
- As soon as your aircraft has been detected and the simulation is running, you can start using the flashlight

3.2 Main Window



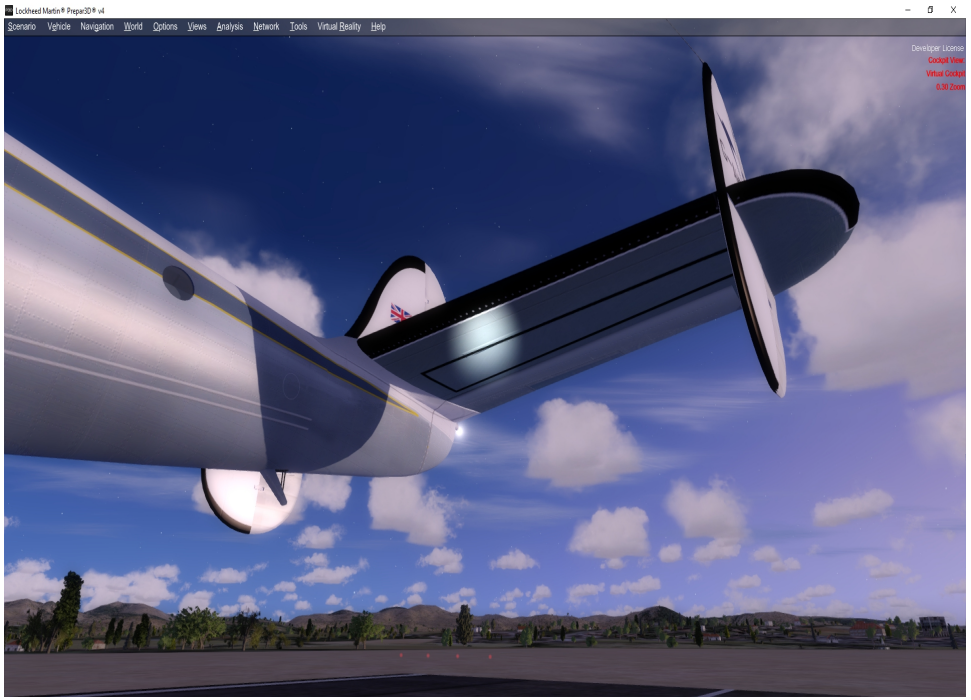
Elements explained:

- **Flood / Spot:** select the desired type of flashlight here.
- **White / Red / Green:** select the desired hue
- **Lamp on / off:** Switch the lamp on or off
- **Freeze Lamp Position:** The lamp cone moves to where you are looking. This checkbox disables the movement and keeps the lamp trained at the same spot even when you look away
- **Location:** Places the lamp at the selected camera position (if any are available on your current aircraft)

4. Avatar mode

Lorby Flashlight is compatible with the Avatar mode that is activated by pressing Ctrl & Shift & E. As soon as your avatar has been created standing outside your aircraft, the flashlight will be moved to his location.

Controls are the same as within the cockpit, the light moves to where you are looking.



5. Hotkeys

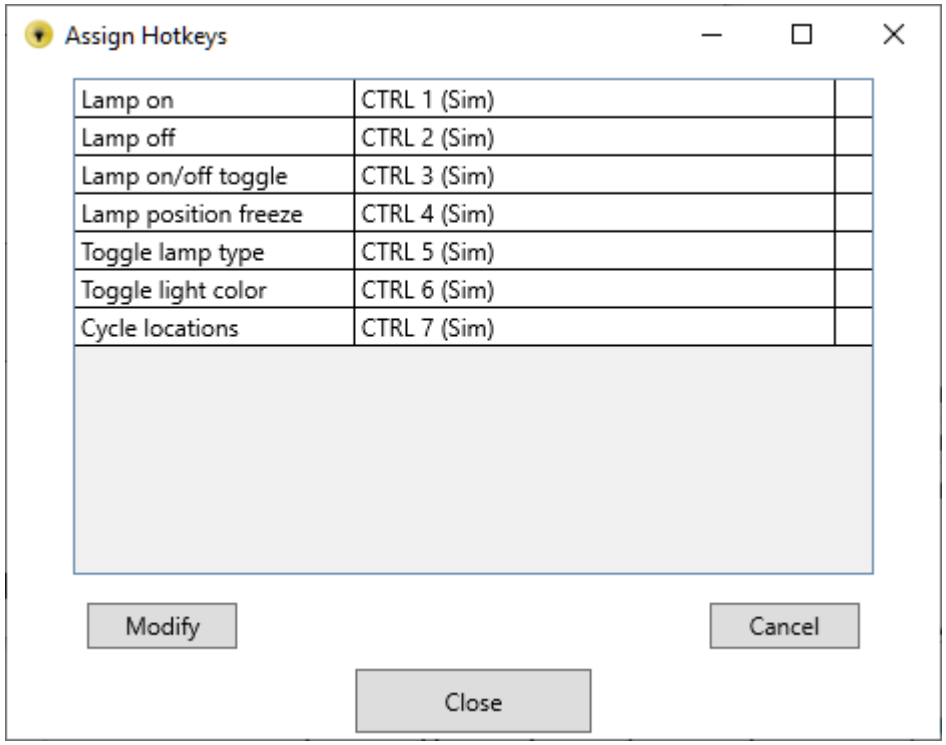
Lorby Flashlight uses a custom hotkey logic. The assignment dialog can be accessed through the “Connection” menu, option “Configure Hotkeys”

You can assign any keyboard combination and most Joystick buttons to the following actions:

- To change a hotkey, click into the second column of the appropriate row
- then press the desired joystick button or keyboard combination

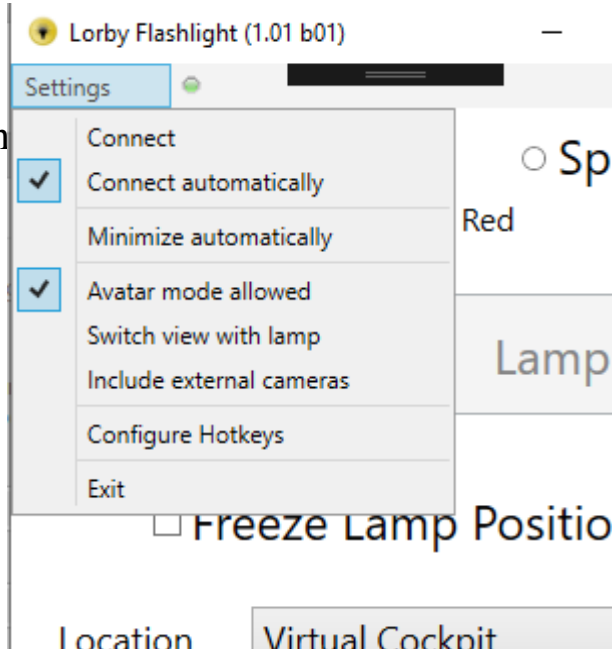
- Keyboard combinations must be entered in sequence, not pressed at the same time: example: CTRL & Shift & E would be entered by first pressing CTRL, releasing it, then pressing Shift, releasing that, and finally pressing the “E”.

- If a keyboard combination does not work, that is probably due to the simulator “swallowing” it. In that case right-click on the combo in the second column, then select “Simulator key” from the context menu.



6. Settings menu

With the main settings menu you can change key aspects of the app:



- **Connect automatically**: will establish the connection to P3D when th Flashlight app is started

- **Minimize automatically**: once started, the app will be minimized to the system tray

- **Avatar mode allowed**: if activated, automatically places a flashlight on your Avatar in “Shift Ctrl E” mode

- **Switch view with lamp**: When you use the drop down box to place the lamp at a different camera “Location”, the app will switch your main view to that position too

- **Include external cameras**: the “Location” list will also contain the external camera definitions of your aircraft. Please bear in mind that the flashlight has a limited range, and will not illuminate parts of the aircraft that are too far away.

7. Disclaimer

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- the software will be compatible with third party software;
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