Lorby P3D V4 Aircraft Selector Documentation

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1. Overview

The Lorby-SI P3D Aircraft Selector (LPAS) is a simple application that will let you choose the aircraft that you want to fly either from a treelist or directly in the 3D world of the simulator

P3D Aircraft Selector is only compatible with P3D 4.0 or later

2. Installation

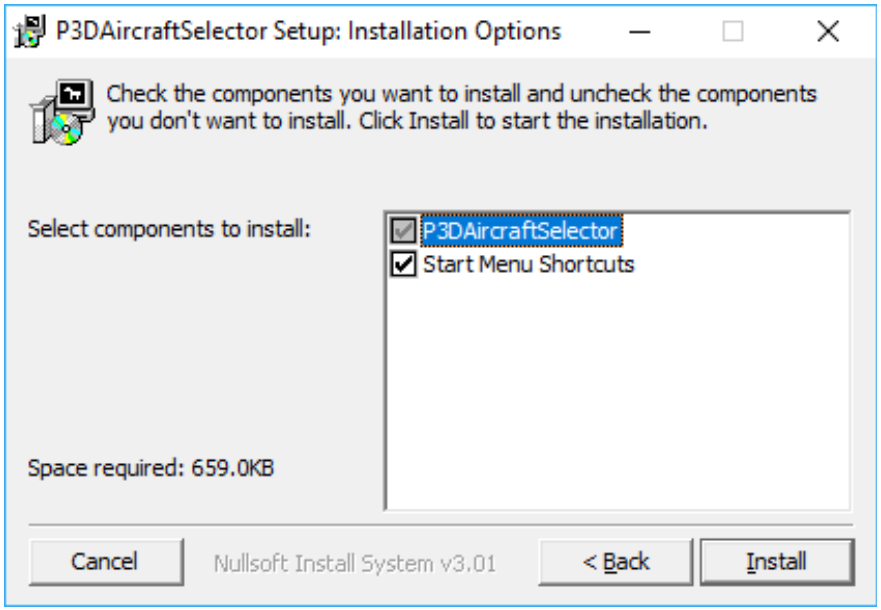
2.1 Distribution

LPAS is distributed as self-extracting installer packages.

2.2 Installation

- Please use the installer intended for your sim:
  - Prepar3D V4.x: *P3DAircraftSelector_Install.exe*

Running the installer:



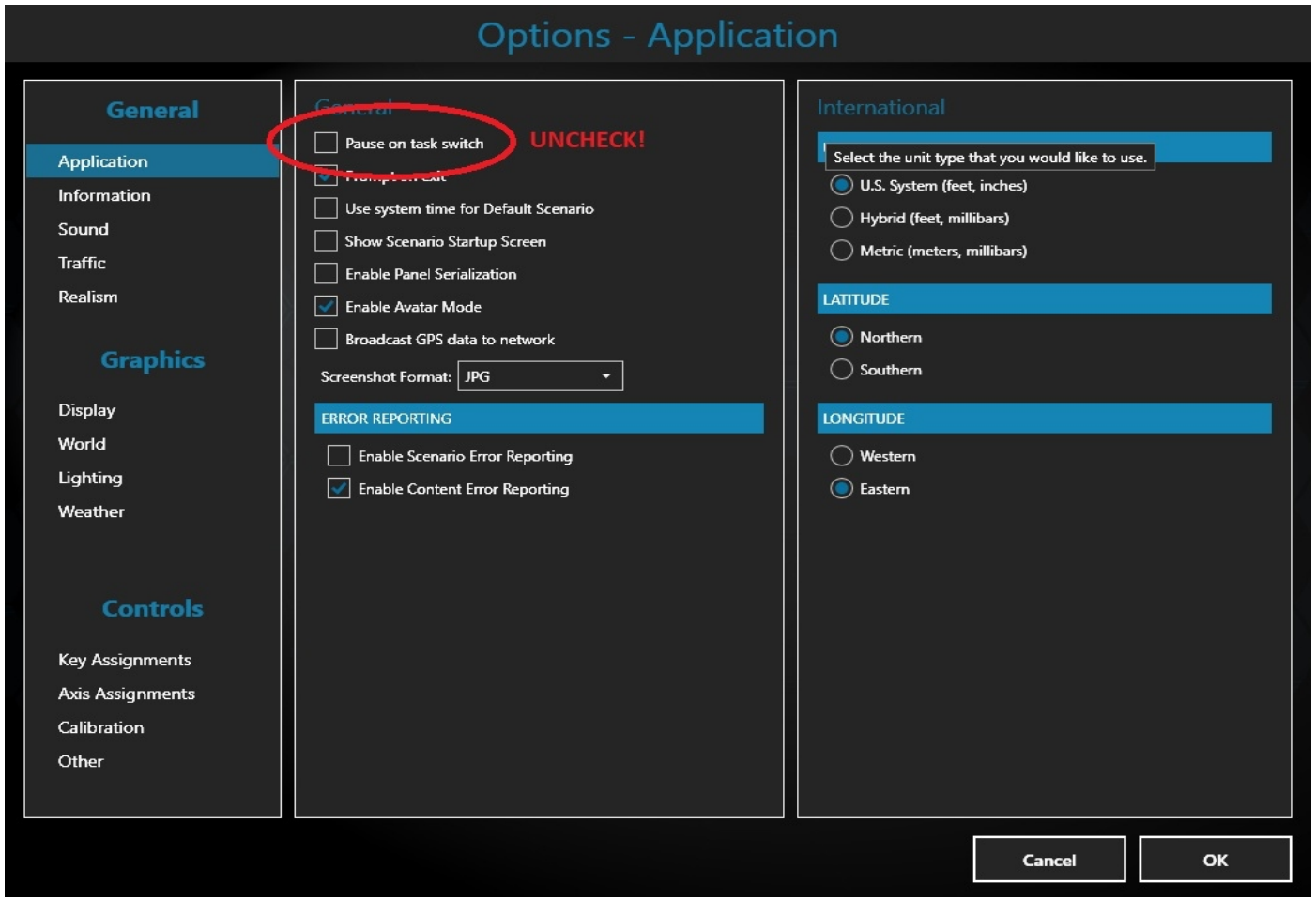
On the first page you may select optional installation targets:

- "Start Menu Shortcuts": LPAS 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 P3DAircraftSelector

2.3 Pause on task switch

LPAS 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 SimConnect

LPAS 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.

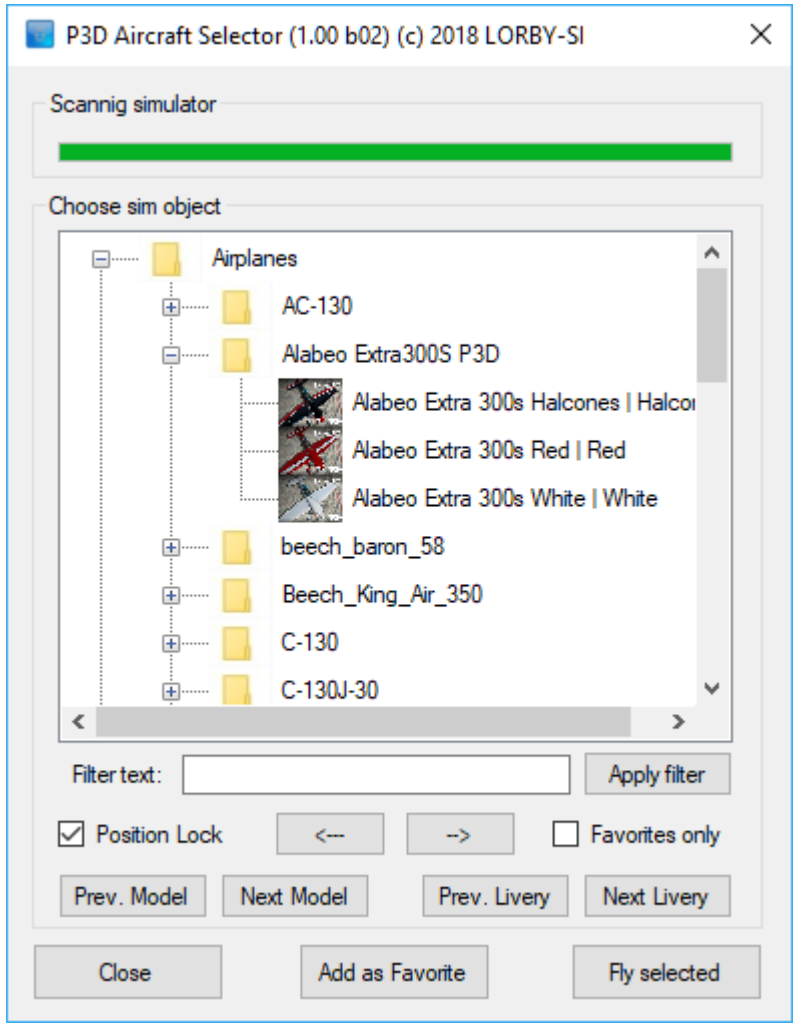
SimConnect networked: it is not possible to run LPAS on another computer.

3. Operations

3.1 Starting the application

- Start your simulator
- Start the P3D Aircraft Selector app
- The app will connect automatically to your sim.
- Then it will scan your simulator for flyable simobjects and populate the treelist on the main window.
- **Make sure that you are either sitting in your cockpit or that you have an Avatar selected as your own vehicle before you start using the app!**

3.2 Main Window



Elements of the Main Window explained:

- **Treelist "Choose sim object":** this list shows all the simobjects in your P3D installation that are theoretically flyable. There may be objects in there that do not display or don't have a cockpit.

- **Doubleclicking** on a livery will display that vehicle in the simulator in front of your own position.

- **Position Lock:** As long as this checkbox is active, the vehicle displayed in the simulator will move with you. If you chose an Avatar as your own vehicle, you can align the model that is displayed easily simply by walking around.

- **Left and Right arrow buttons**: will turn the model in the simulator left or right

- **Favorites only:** This checkbox will limit the treelist to the aircraft that you have selected to be a favorite, either on the vehicle selection screen in the simulator or with the button "**Add as Favorite**".

- **Buttons "Previous Model/Next Model/Previous Livery/Next Livery":** will cycle through the treelist.

- **Button "Fly selected":** Will place you into the selected aircraft at YOUR OWN current position and orientation. If you want to fly the aircraft from the position where you see it, use the keyboard combination "Ctrl & M & Enter" from within the simulator.

After you have selected an aircraft, the app closes!

4. In-Sim controls

The aircraft selection is possible from within the simulator too by using these keys:

- "Ctrl+m+VK_COMMA": turn model left
- "Ctrl+m+VK_PERIOD": turn model right
- "Ctrl+l+n" : next livery
- "Ctrl+l+p" : previous livery
- "Ctrl+m+n" : next model
- "Ctrl+m+p" : previous model
- "Ctrl+m+d" : toggle position lock
- "Ctrl+m+Enter" : fly this model

5. Disclaimer

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- the software will be compatible with third party software;
- any errors in the software will be corrected or that any further development will take place;
- the software will not cause errors or damage to the computer system it is installed on.

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